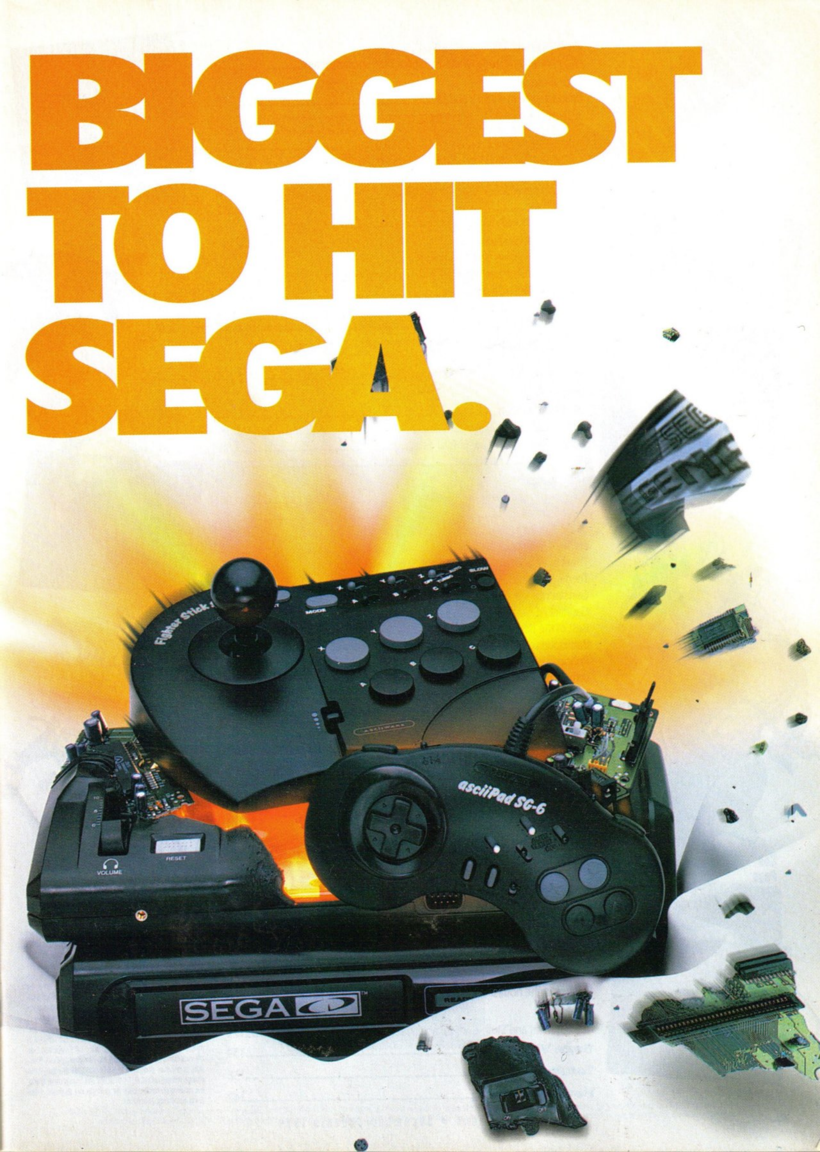
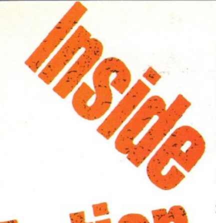

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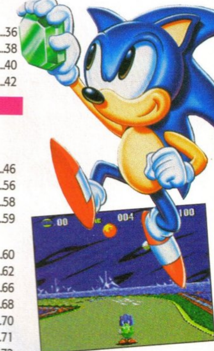

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HASTA LA VISTA, BABY!
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BIGGEST
TO HIT
SEGA.
Fighter Stick
MODE
asciiPad SG-6
VOLUME
RESET
SEGA




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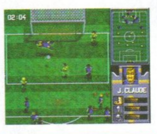
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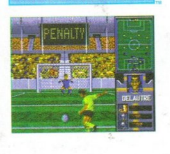
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THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME SAMPLING.
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1. Run to the store (red hightops optional)
2. Look for these guys
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GET INTO SEGA, COMPLIMENTS OF KEEBLER

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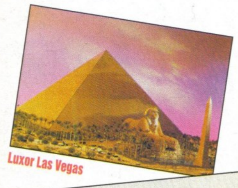
Say What?

Overheard at Sega

Sega VirtuaLand

Imagine a 30-story bronze pyramid with a 100,000 square-foot atrium filled with the greatest collection of high-tech amusements the world has ever known. That's Luxor Las Vegas, a $375 million entertainment center recently opened by Circus Circus. One of the main attractions at Luxor is Sega VirtuaLand, a 20,000 square-foot high-tech environment featuring Sega's most advanced arcade rides, such as the AS1, the hit of last summer's CES in Chicago. VirtuaLand also features Virtua Formula, a racing game that puts you in the driver's seat of a race car, and pits you against seven other drivers. Virtua Formula will let you experience the race from the driver's point of view, as well as from the point of view of a spectator, on huge 14 by 50 foot screens.

Luxor Las Vegas also contains new rides by Douglas Trumbull, the special effects wizard who created the "Back to the Future" attraction at Universal Studios. Three new rides are planned, based on themes from the Past, the Present, and the Future. Look for a full report on VirtuaLand and Luxor Las Vegas in a future issue of *Sega Visions*.



Luxor Las Vegas



Virtua Formula

Follow the Bouncing Light

If you want to try doing something different after lights out (let's say you're sick of reading the same old comics with a flashlight under the covers), try bouncing a Flashball around for a change. Essentially a superball that glows on impact, the Flashball won't cast enough light to read by, but it can create quite an effect in a darkened room. A word of caution: If you are thinking about a game of indoor baseball, stay away from your mom's best china. Flashballs (by Cap Toys) are available at most Toys "R" Us stores.



Video Game Workshop

The last weekend of July was a special one for many would-be video game designers and artists. That was the weekend that Dave Albert, a creative director at Sega, visited Santa Fe Community College in New Mexico, and hosted a two-day intensive seminar in video game design. Dave, who has been designing and producing video and computer games for 12 years, led the class through the entire development process, from the initial concept to a draft design document. Santa Fe Community College plans to offer more courses on video games in the future, so hold on to those game ideas.



Dave Albert (second from left) listens to design ideas from workshop participants.

Continued on Page 12.

SEGA VISIONS

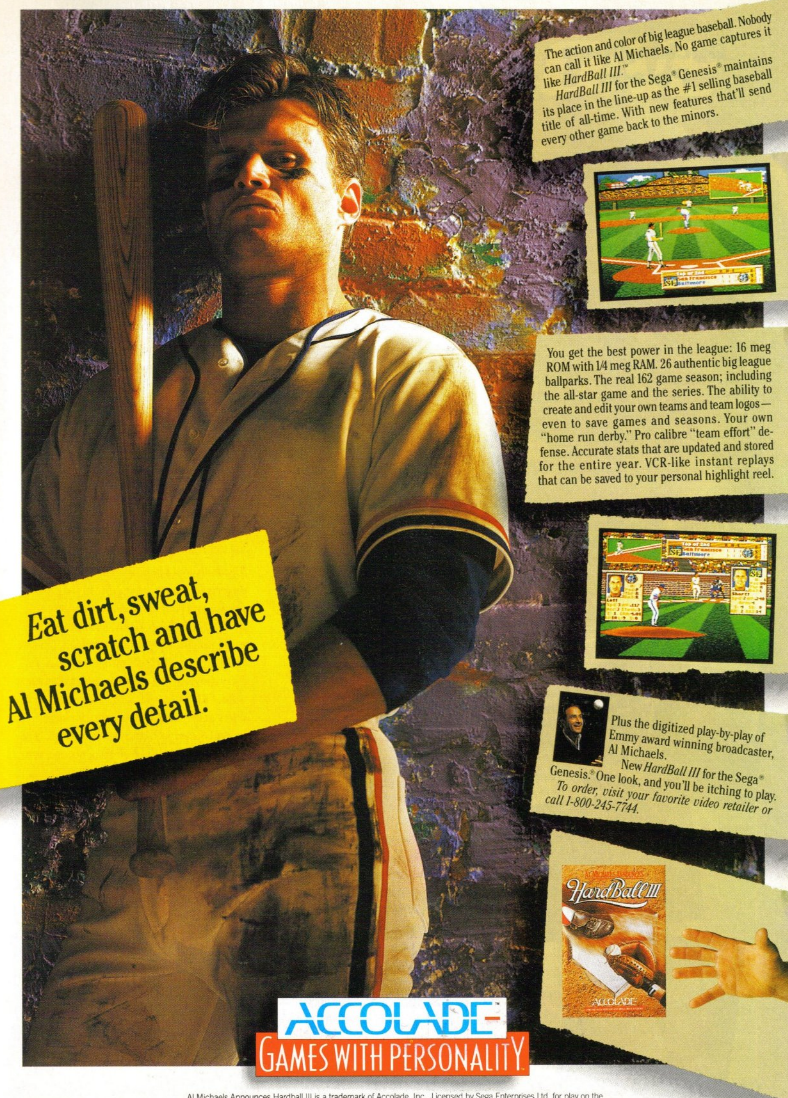
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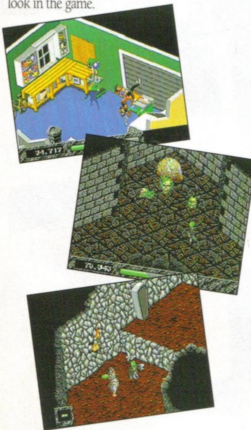
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Sonic at Buckingham Palace

During a recent visit to the Great Ormond Street Children's Hospital in London, Lady Diana, the Princess of Wales, made a few remarks about computer games and television. When eight-year-old Omah Hunter asked Lady Di if her children, Princes William and Harry, like playing video games, she said that the Princes liked playing *Sonic the Hedgehog*. Hey, these kids are in line for the British throne, so we hope Sonic was on his best behavior.

Poltergeist in the Film House

You may have noticed something a little strange in last issue's review of Electronic Arts' *Haunting*, that game in which Polter Guy gets to frighten the wits out of three different families. For one thing, the screen shots looked a little, well, ghoulish, as if large gobs of ectoplasm had permeated the screen. While this might seem appropriate for a game that features ghosts and poltergeists, it is not how the game actually looks. We think that the film house (which creates the film that is used to print the magazine) may have been visited by a poltergeist or a hobgoblin in the dead of night, possibly looking for a restless relative long departed. In any case, we hate when stuff like that happens, so we thought we would set the record straight and show you some new screens, just the way they look in the game.



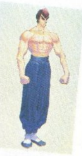
Street Fighter Update

First the *Street Fighter II* arcade game, then the Genesis *Special Champion Edition*, and now, *Super Street Fighter II*, the latest arcade machine from Capcom. *Super SF II* features the original 12 characters, plus four new fighters — Cammy, a British special agent; Dee Jay, a Jamaican prize fighter; Fei Long, a Chinese martial artist; and Thunder Hawk, a Native American wrestler.









But wait, there's more — are you ready for *Street Fighter the Movie*? Well, there's one in the works, which should be out sometime in 1994. A joint venture between Capcom and the Edward R. Pressman Film Corp., the feature-length movie is to be written and directed by action-adventure veteran Steven de Souza (*Die Hard, Die Hard 2: Die Harder, Commando, Running Man*), and will bring together the twelve martial artists in a story of hostage rescue. Stay tuned for more info.

Incidentally, in last issue's review of the *Special Champion Edition*, the legal language (you know, the fine print that tells you who owns what) was accidentally left off the page. (We suspect it was the same poltergeist that played havoc with the *Haunting* screens.) Anyway, for the record, the missing legal line reads: © 1993 CAPCOM, USA, Inc. Street Fighter II Special Champion Edition is a trademark of CAPCOM. All rights reserved.

Sega Youth Foundation

Congratulations to Jim Buu of Dallas, Texas, for submitting the winning entry for the Sega Youth Foundation Logo Contest. We received



hundreds of fabulous entries, which really made the judges' jobs difficult. Look for a special article on this contest in a future issue of *Sega Visions*.

Meanwhile, the Sega Youth Foundation continues helping talented kids everywhere. The following letter is from Carlos Romero, a student from San Francisco who received a Foundation scholarship to attend summer school at Choate Rosemary Hall in Connecticut. We think it speaks for itself:

My family and I have lived in the Army Street projects for over twenty years. In the projects you see and hear the same stories every day, mainly about drugs, fights, shootings, police raids, people going in and out of jail. On every building, on every hallway of every floor, in every direction you see spray painted on the walls, "RIP such and such." "Such and such" refers to the name of someone who hung around the projects and was murdered... The names are of people of all ages, my age, your age, any age.

At Choate Rosemary Hall, things were different. It was like going from the North Pole to the Bahamas... At Choate, I saw and heard different things. Instead of "Who got busted by the police?" it was "Who got the highest score on the quiz?" Or instead of "Hurry up and get in the house before they start shooting," it was "Hurry up and get to the computer lab before the computers are all taken!" Instead of looking up on the walls and seeing "RIP such and such," I looked up and saw library books or beautiful paintings.

Even though it was a lot of work, this was the best summer I ever had in my life. Thank you.

The Official

FORMULA ONE

There are no words to describe how fast it really is.

At least, no clean words.

DIEHARD GAME FAN magazine tried. They called FORMULA ONE *"the fastest racing game on the planet."* Not bad. But they would have nailed it if they had screamed ***"the !@#$% fastest racing game on the planet!"***

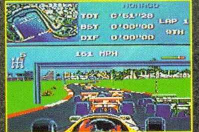
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Hurtle down the race track at a blistering 220 mph! And it's speed you can hear and feel! Race against the real pros of Formula One World Championship on 12 real tracks — from Monte Carlo to Australia. Or go head-to-head against a friend in split-screen action. You can even customize your machine right down to the tire design and air foil!



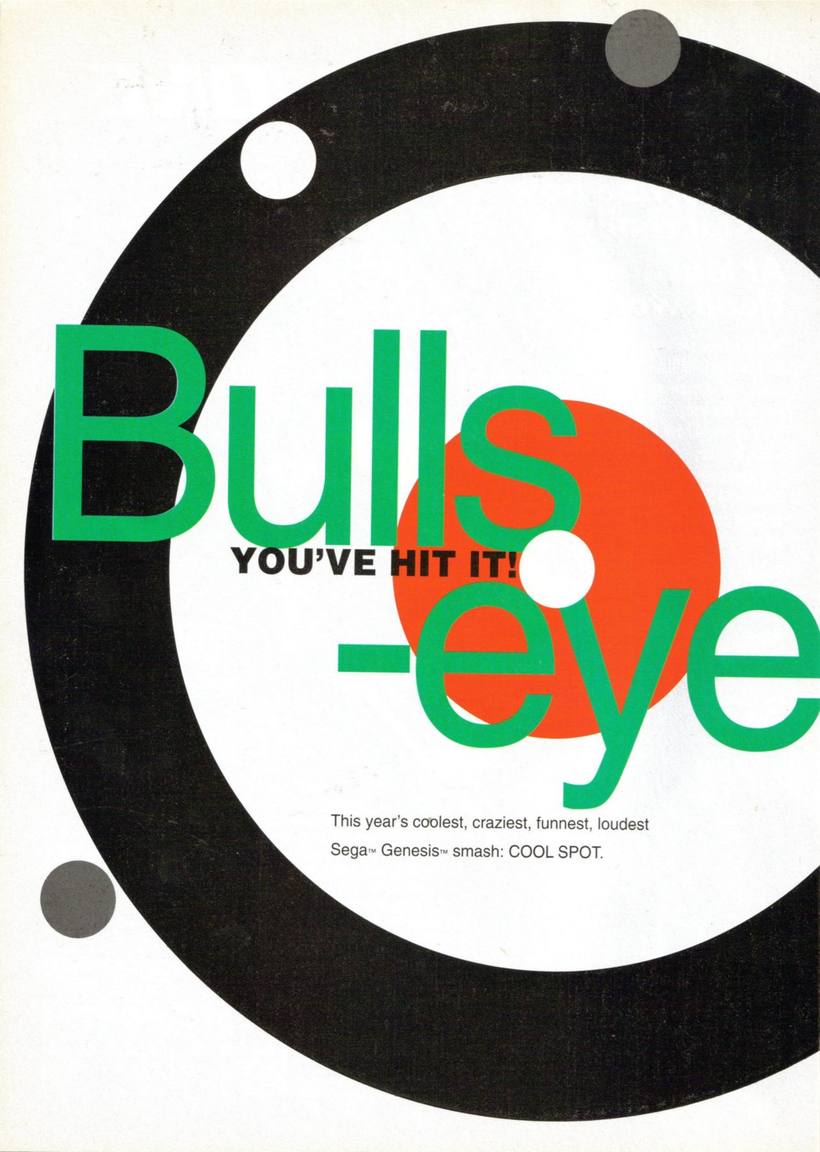


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Screen displays shown are from Sega Genesis version.





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This year's coolest, craziest, funnest, loudest
Sega™ Genesis™ smash: COOL SPOT.







COOL SPOT™

coming soon for Sega Game Gear™



Yo Sega!

Yo Sega!

I'd like to ask you a question: Has the Sega Genesis had a big effect on the video gaming industry?

M.R./Oxford, PA

That's like asking if the Jumbo Jet has had a big effect on travel. Without the Sega Genesis, the video gaming industry would be about half the size (and about half as much fun).

Yo Sega!

I'm a big fan of Sega Visions, but when I got my Aug/Sept issue I was disappointed at the new Sega Game Ratings. Now my mother only lets me get games that are rated GA. Games like Street Fighter 2 and Mortal Kombat are rated MA-13 but MA-13 is for teenagers and I'm only 11. I play Mortal Kombat and Street Fighter 2 Champion Edition in the arcades and I love them. But since they're both rated MA-13 my mom won't let me get either of them. I'm sure there are others who have the same problem. What should I do?

M.B. Franklin, MA

Well, you could wait two years. Or you could explain to your mom that the ratings are advisory only, and different people have different ideas about what is appropriate for eleven year olds. Suggest to your mom that you rent the game for an evening, so she can see it for herself. If she still thinks it's inappropriate, you're back to Plan A.

Yo Sega!

I would like to know what a "meg" is like "12 meg" and if it has something to do with "bit" as in "8-bit" or "16-bit"?

J.D./East Meadow, NY

In video game parlance, "meg" refers to the capacity of the game cartridge, just like "gallon" refers to the capacity of a gas tank. ("Meg" is shorthand for "megabit," which means, literally, one million bits of information). Generally speaking, the greater the capacity, the bigger or better the game (although there are always exceptions). With an RPG or adventure game, for example, the more megs the more levels or complex characters it can have. With fighting games, more megs means bigger characters or smoother animations. Everything in a video game cartridge (such as the music, the animations, the backgrounds or the puzzles) takes up room, so a large part of video game design involves weighing and balancing the elements so that they can all fit in the cartridge.

While megs and megabits refer to the amount of information a cartridge can hold, bits (as in "16-bit") refer to the amount of information that the video game machine can process at the one time. Because a 16-bit machine can process twice as much information at a time than an 8-bit machine, 16-bit machines are faster and smoother than 8-bit machines.

Yo Sega!

How long does a game stay on pause before it gets messed up?

C.F./Ocean Township, NJ

Leaving a game on pause for long periods of time (like a few days or a week) is more likely to mess up your TV than the cart or the game system. This is because a static image (like a Pause screen) can't do anything damaging to a cart or system, but it can cause screen "burn in" to a TV or monitor. If this happens, your TV will forever show a faint image of the Pause screen, as a permanent reminder of your neglect.

Karl Marsack
Lenox, MI



Lanetta Bazile
Chicago, IL

Arnon Verne Clemente
Jersey City, NJ



Yo Sega!

I have three questions for you. 1) Do you hook up Sega VR to your Genesis system or do the games go directly into the headset? 2) If you do hook up Sega VR with the Genesis system, will you also be able to hook it up with Game Gear? 3) In the August/September issue of Sega Visions you said that there is no way of using regular Genesis games on Game Gear. If this is so then what is the Master Gear Converter?

N.M./Worcester, MA

You hook up the Sega VR to the Genesis system. However, this doesn't mean you can hook it up to any other game system, like a Game Gear. For one thing, a Game Gear doesn't have the necessary outputs to work with Sega VR.

As for the Master Gear Converter, it allows you to play Master System games on a Game Gear, as its name suggests (Master-Gear, get it?). If you were able to get Genesis games to play on a Game Gear, they would run at about half speed or less.

Yo Sega!

What's the difference between the old Genesis and the new Genesis, beside the sizes. And, is the new Sega CD compatible with the old Genesis, and can you hook them together?

P.B.S./No address

The new Genesis has an updated and more compact appearance. Both new Genesis and Sega CD units are designed to be completely compatible with the old units, which means you can mix and match them in any combination you wish. However, you should be careful when replacing attachments such as the AC Adaptor or the RF Switchbox or adding extra attachments such as an audio/video cable. Not all attachments are compatible with both Genesis models, so it's a good idea to read the package carefully before you purchase any of these attachments.

Yo Sega!

My sister keeps telling me if I play too many video games, I will get a disease. Is that true?

G.F./Blaine, MN

Maybe she just wants you to stop hogging the TV so she can watch *90210*. As for getting a disease, we've never heard of one. However, remember that too much of anything can be bad for your health, so just play it cool.

Yo Sega!

About 6 months ago the Auto RF switch box to my Sega Genesis broke and my brother hooked up an RF switch box from a NES to my Genesis. Does it have any effect on my Sega Genesis since it's not made for the 16-bit machine?

N.J.G./Brooklyn, NY

The RF switch (or RF modulator) is simply a device that tunes (or "modulates") the signal coming out of the Genesis so that your TV can pick it up as Channel 3. Because the signal that the Genesis produces is a pure video signal, rather than an RF (or "radio frequency") signal, it needs to be modified to work with a regular TV. While a non-Sega RF modulator shouldn't affect your Genesis, it might not give you the best screen image. As a general rule, it always pays to look for the Sega Seal of Quality when you're buying any peripheral or accessory for your Genesis or Game Gear. That way, you are guaranteed that the peripheral or accessory will be compatible, and won't cause any problems.

HOT ENVELOPE ART!

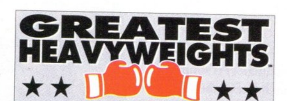


Jim Campbell
MONTOUR, IA

Evan Williams
Mokane, MO

In the annals of twentieth century philosophical thou

WHO'S THE TOUGH

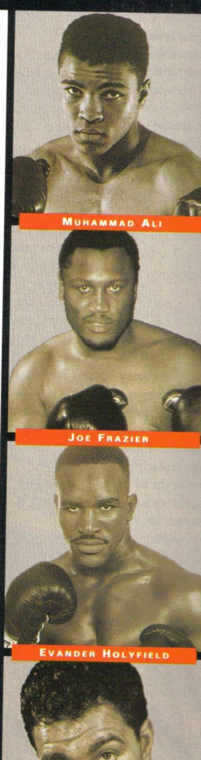


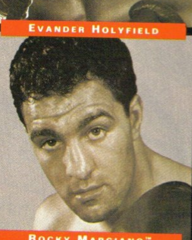


Hold exhibitions or championship tournaments between the greatest boxers the world has ever known.



Build your own boxer and battle your way through the rankings against thirty challengers. Earn a shot at the title.

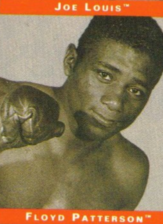






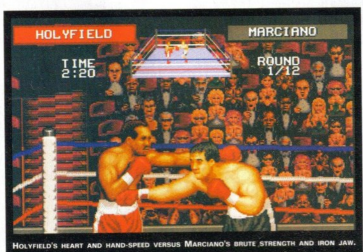






ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

EST ★#©%@! EVER?

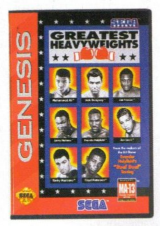


HOLYFIELD'S HEART AND HAND-SPEED VERSUS MARCIANO'S BRUTE STRENGTH AND IRON JAW. TWO OF THE GREATEST HEAVYWEIGHTS OF THEIR ERAS. WHO WILL WIN?

IT'S INEVITABLE. YOU'RE SITTING AROUND, EATING PIZZA WITH YOUR BUDDIES WHEN SOMEONE BRINGS IT UP: WHO'S THE GREATEST HEAVYWEIGHT OF ALL TIME? MARCIANO? LOUIS? ALI? THE DEBATE GETS UGLY. SOMEONE THROWS AN ANCHOVY. CHAOS ENSUES.



NOW, YOU CAN SETTLE THAT ARGUMENT ONCE AND FOR ALL. GREATEST HEAVYWEIGHTS IS THE FIRST AND ONLY VIDEO GAME TO PUT ALL THE GREATS IN ONE RING. IN THEIR PRIME. AT THE HEIGHT OF THEIR SKILLS.



YOU'LL GET LARRY HOLMES'S JAB. MARCIANO'S POWER. ALI'S FINESSE. FOR AN EXTRA CHALLENGE USE YOUR ACTIVATOR™ OR SIX-BUTTON CONTROLLER™. THERE'S ONLY ONE WAY TO SETTLE THE DEBATE OVER WHO'S THE GREATEST HEAVYWEIGHT EVER. GET IN THE RING.



WE SWEAT THE DETAILS.™

a NEW BREED OF PARK... A







Sega GAME Feature GENESIS

ETERNAL CHAMPIONS

You can play *Eternal Champions* with three-button controllers, the new six-button controller and even the new Sega Activator, which allows you to control your warrior's fighting with your own movements. How's that for realism?

In *Eternal Champions* you can hone your skills with a Holo-trainer, Dexterity Spheres and Practice Spheres. Take on your opponents in a variety of match modes. Or slug it out in a battle room where you dodge projectile weapons while battling. To design each fighter's basic and special moves, Sega took video of actual combat for total realism...complete with knockouts and knockdowns ...from the most arcane and awesome martial arts known. The characters and backgrounds are comic-book style with fast, fluid animations. And the soundtrack is cutting edge.

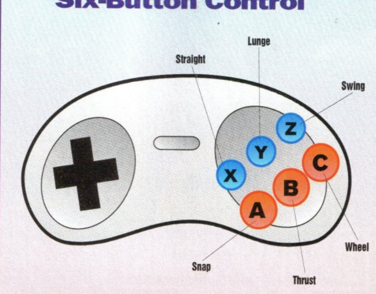
Time to Fight

You play as one of nine warriors taken from critical points across time for a special tournament. The Victor earns the right to battle the Eternal Champion. The battles take place in one of nine backgrounds keyed to the warriors. Win and you get to return to your own time and the life stolen by the Fates. Each warrior has a look and special attacks all his own. The game delivers complete character bios in the Information option.

With competition so stiff in the fighting game field, good titles have become hard to find. Take a close look at *Eternal Champions*. We know you'll be eternally greatful.

HOT HINTS

- Learn to use Taunts to hamper your opponent's Special Moves.
- Try using Shadow's Shadow Mode at the start of each match.
- Offense is the key to playing as R.A.X. Use combos, Overloads and Jet Knee Smashes to dominate your enemy.
- When Slash is cornered, break out with the Running Head-Butt.
- Midknight is most dangerous when he's in close.
- Phase often when using Jetta and then spend your time on a hit-and-run style offense.

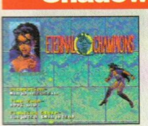


OVERVIEW

Sega is bringing fighting games to The Next Level with *Eternal Champions*, the all-new Genesis 24-meg martial arts blockbuster. The largest game Sega has ever released on Genesis, *Eternal Champions* is a one- or two-player battle cart with more of what you've been waiting for. Nine of the coolest warriors ever to come from all across time. Characters that are 25% bigger than those in *Street Fighter*. More than 35 basic and 17 special moves per fighter (we'll show you six basic and seven special moves for each character). Exciting, shocking Overkills. And a mix of features, modes and choices never before seen in any fighter.

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Shadow Yamoto

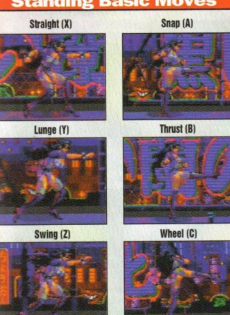


Time Period: 1993 A.D.

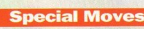
Fighting Style: Taijutsu (Ninjitsu)

Shadow mixes Taijutsu with the art of invisibility (Ninjitsu) and uses dirks, throwing stars, smoke bombs and various poisons.

Standing Basic Moves



Special Moves



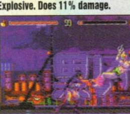
Flying Mine — Charge by pressing Away for two seconds, then Toward and Button Z. Does 18% damage.



Smoke Screen — Press Buttons X, Y and Z simultaneously for two seconds. Will reappear behind opponent unless followed by AB, BC, XY or YZ for reappear in four corners of room. Does zero damage.



Ninja Weapon — (Button X is Slow Throw and Button Y is fast) — Charge by pressing Away for two seconds, then one of three options: Toward and Buttons X or Y for Star, Toward/ Up Diagonal and Buttons X or Y for Shuriken, or lastly Toward/Down Diagonal and Buttons X or Y for Explosive. Does 11% damage.



Twirling Fan Attack — Charge by pressing Away for two seconds, then Toward and Buttons A (for one twirl), B (for two), or C (for three twirls). Each Twirl does 4% damage to a max of 12%.



High Jump Angle Kick — Charge by pressing Down for two seconds, then Up and Button B, then either Down/ Diagonal Toward a corner. Does 12% damage.

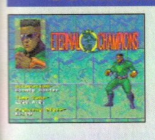


Shadow Mode — Press Buttons A, B and C simultaneously for three seconds. Does zero damage, but allows you to attack for five seconds without getting hit.



Flying Step — One of three simultaneous Button presses: A and B for Slow Slide, B and C for Medium Slide, and A and C for Super Slide. Does 8% damage.

Jonathan Blade



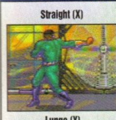
Time Period: 2030 A.D.

Fighting Style: Kenpo

Kenpo, known as the "fist" method, allows flexibility of thought, action and power, and minor and major moves to deal with changing situations as needed.

Standing Basic Moves

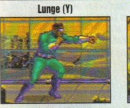
Straight (X)



Snap (A)



Lunge (Y)



Thrust (B)

Swing (Z)



Wheel (C)



Special Moves



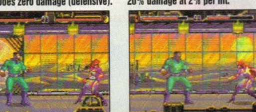
Stun Beam — Charge by pressing Away for two seconds, then Toward and Button Z. Does zero damage (freeze).



Personal Shield — Press Buttons X, Y and Z simultaneously for three seconds. Does zero damage (defensive).



Wild Fury Attack — Press Buttons A, B and C for two seconds. Does up to 20% damage at 2% per hit.



Tracking Blade — Charge by pressing Away for two seconds, then Toward and Buttons X and Y. Does 15% damage.

Backfire — Press Buttons A and C for three seconds. Does zero damage (defensive).

Projectile Containment Field — Press Buttons A and B for 1.5 seconds. Does zero damage (defensive).



Power Drain — Charge by pressing Away for two seconds, then Toward and Button C. Does zero damage (drains inner strength).

Jetta Max

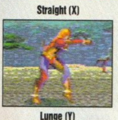


Time Period: 1899 A.D.

Fighting Style: Savate/Pencak Silat

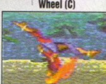
Jetta mixes two fighting styles from differing regions. Savate is a French hand and foot fighting that is known for its flamboyant kicking techniques. Indonesian Pencak Silat is mostly an empty-hand technique that combines evasion and lightning-quick strikes.

Standing Basic Moves



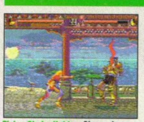
Straight (X) — Snap (A)

Lunge (Y) — Thrust (B)

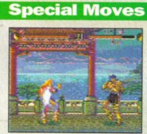


Swing (Z) — Wheel (C)

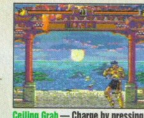
Special Moves



Flying Choke Hold — Charge by pressing Away for two seconds, then Toward and Button Z. Does 15% damage.



Phase — Press Buttons X, Y and Z simultaneously for two seconds. Does zero damage (speeds Jetta significantly).



Ceiling Grab — Charge by pressing Down for three seconds, then Up and Button Y. Does zero damage (puts Jetta on ceiling and launches projectile).



Ricochet (this move can be done only while phased) — Press Down for two seconds, then Up and tap either Button C to bounce off right side of screen or Button A to hit on the left. Does 12% damage.



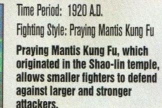
Death Dive (this move can be done only while doing Ceiling Grab) — Press Buttons A, B and C simultaneously. Does 20% damage.



Bladearang — Charge by pressing Away for two seconds, then Toward and tap either Button X for one hit or Button Y for two hits. Does 10% damage.

Resonate (this move can only be done while phased) — Press Buttons A and C simultaneously. Does zero damage (defensive).

Larcen Tyler

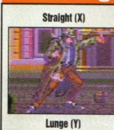


Time Period: 1920 A.D.

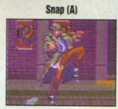
Fighting Style: Praying Mantis Kung Fu

Praying Mantis Kung Fu, which originated in the Shao-lin temple, allows smaller fighters to defend against larger and stronger attackers.

Standing Basic Moves



Straight (X) — Snap (A)

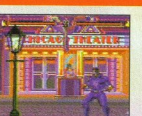


Lunge (Y) — Thrust (B)

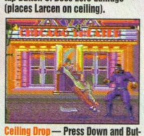


Swing (Z) — Wheel (C)

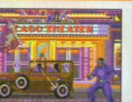
Special Moves



Ceiling Crawl — Charge by pressing Down for two seconds, then Up and tap Button C. Does zero damage (places Larcen on ceiling).



Ceiling Drop — Press Down and Button Z. Does 25% damage.



Air Sweep — Press Buttons A and C simultaneously. Does 15% damage.



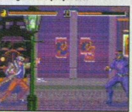
Long Distance Sweep — Charge by pressing Away for two seconds, then Toward and Button Z. Does 15% damage.



Power Sweep — Press Buttons A, B and C simultaneously. Does 18% damage.



Reflect Back Projectile — Press Away and Button X. Does double the damage of the projectile.



Sai Throw — Charge by pressing Away for two seconds, then Toward and either Button X for slow throw or Button Y for fast throw. Does 11% damage.



Swinging Hammer Fist — Press Buttons X, Y and Z simultaneously for two seconds. Does 17% damage.

Slash

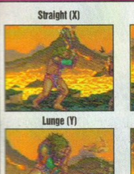


Time Period: 699 B.C.

Fighting Style: Pain

Simple but effective, Pain incorporates any move or attack that can cause damage and/or pain. Pain includes (but is not limited to) eye poking, ear-drum popping, neck throttling, nostril pulling and hair yanking.

Standing Basic Moves



Straight (X)

Snap (A)

Lunge (Y)

Thrust (B)

Swing (Z)

Wheel (C)

Special Moves



Batter-Up Club Swing — Press Buttons X, Y and Z simultaneously. Every 1.5 seconds increases damage by 6%, for a max of 18% damage in 5.5 seconds.



Double Footed Kick — Press Buttons A and C simultaneously for 1.5 seconds. Does 14% damage.



De-Claw — Charge by pressing Away for two seconds, then Toward and Button Z. Does 12% damage.



Power Thud Club Swing — Press Buttons Y and Z simultaneously. Does zero damage but Dizzies your opponent.

Spinal Crush (this move must be performed while in throw range) — Press Toward and Button Y. Does 4% damage per squeeze, to a max of 16% damage.



Running Head-Butt — Charge by going Away for two seconds, then Toward and Button C. Does 15% damage.



Bat Back Projectile — Press Buttons X and Y for 1.5 seconds. Does double the projectile's damage.

Trident

Time Period: 110 B.C.

Fighting Style: Capoeria

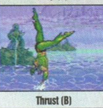
Adapted by African slaves, this Brazilian form of combat considers the foot one's strongest weapon and the head the weakest target. This style involves kicking, somersaults and handsprings.

Standing Basic Moves

Straight (X)



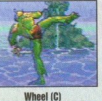
Snap (A)



Lunge (Y)



Thrust (B)



Swing (Z)

Wheel (C)



Special Moves



Depth Charge Field — Press Buttons X and Y simultaneously for three seconds. If opponent contacts field within three seconds of charge, they will then move as if underwater for eight seconds.



Bio-Drain Field — Press Buttons Y and Z simultaneously for three seconds. If the opponent contacts field within three seconds, they will then do only half damage for eight seconds.



Spinning Trident (this move is done two different ways) — Method #1: Press Buttons X, Y and Z simultaneously for two seconds. Does 15% damage. Method #2: Charge by going Away for two seconds, then Toward and Button Y. Does 11% damage.



Bio-Stun Field — Press Buttons A and B simultaneously for three seconds. If the opponent contacts field within three seconds, they will then freeze for eight seconds.



Repulser Field — Press Buttons B and C simultaneously for three seconds. If the opponent contacts field within three seconds, they will be repelled for eight seconds.



Plasma Bolt — Charge by going Away for two seconds, then press Toward and Button Z. Does 15% damage.

Xavier





Time Period: 1692 A.D.

Fighting Style: Hapkido Cane Fighting

Hapkido emphasizes a code of nonviolent counter-defense. If one's attacker uses a strong blow, it is met with a soft reception and counter-move (and vice versa). The cane is used in fluid and circular motions.

Standing Basic Moves



Straight (X)

Snap (A)



Lunge (Y)

Thrust (B)

Swing (Z)

Wheel (C)



Special Moves



Dragon Trap — Charge by pressing Away for two seconds, then press Toward and Button Z. Does 15% damage.



Snap Back — Charge by pressing Away for two seconds, then Toward and Button X. Does 8% damage.



Attract and Attack — Press Buttons A, B and C simultaneously for three seconds. Does 12% damage.



Identity Change — Press Buttons X, Y and Z simultaneously for three seconds. Does zero damage, but randomly changes opponent to another fighter for a short time.



Swap Spell — Press Buttons X and Y for two seconds. Does no damage, but swaps position with opponent.



Midas Touch — Charge by pressing Away for two seconds, then Toward and Button Y. Does no damage, but freezes opponent for follow-up hit.



Confusion Spell — Press Buttons A and C simultaneously for two seconds. Does no damage, but randomizes opponent's D-Button and Buttons for a short time.

Mitchell Midleton Knight (Midknight)



Time Period: 1967 A.D.

Fighting Style: Jeet Kune Do

Known as the "way of the intercepting fist," this style is a collection of mental and physical concepts, combat maneuvers and attitudes developed by the Dragon, Bruce Lee.

Standing Basic Moves



Straight (X)

Snap (A)



Lunge (Y)



Thrust (B)

Swing (Z)



Wheel (C)

Special Moves



Life Drain (this move must be performed while in throw range) — Press Toward and Button X. Takes 1/6th of enemy's life force and transfers it to Midknight.



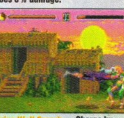
Ceiling Ram (this move must be performed while in throw range) — Charge by pressing Down for 1.5 seconds, then press Up and Button C. Does 8% damage.



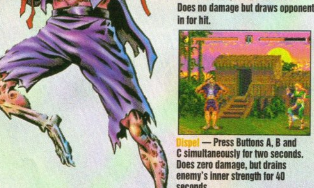
Mist Attack — Press Buttons A and C simultaneously for two seconds. Does 8% damage.



Bedazzle — Press Buttons X, Y and Z simultaneously for two seconds. Does no damage but draws opponent in for hit.



Flying Wall Smash — Charge by pressing Away for two seconds, then Toward and Button Z. Does 13% damage.



Dispel — Press Buttons A, B and C simultaneously for two seconds. Does zero damage, but drains enemy's inner strength for 40 seconds.



Overhead Stomach Punch (while in throw range) — Press Toward and Buttons A, B and C simultaneously. Does 18% damage.

R.A.X. Coswell



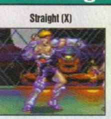
Time Period: 2345 A.D.

Fighting Style: Muay Thai Kickboxing

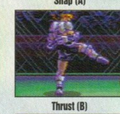
This style is a mixture of powerful kicks and devastating blows with both fists and elbows. It is one of the bloodiest fighting styles known.

Standing Basic Moves

Straight (X)

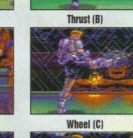


Snap (A)



Lunge (Y)

Thrust (B)



Swing (Z)

Wheel (C)



Special Moves





Air Jets — Charge by pressing Down for two seconds, then press Up and Button B. Thrust lasts five seconds or can be aborted by Button B. Does 5% damage on flame contact only (defensive).



Lock and Load — Press Buttons A and B simultaneously for two seconds. Does 10% damage.

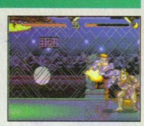




Cyber Punch — Press Buttons X, Y and Z simultaneously for two seconds. Does 16% damage.



Cyber Kick — Press Buttons A, B and C simultaneously for two seconds. Does 18% damage.



Jet Knee Smash — Charge by pressing Away for two seconds, then Toward and Button C. Does 15% damage.



Overload — Press Buttons A and C simultaneously for two seconds. Does 20% damage.



Turbine — Charge by pressing Away for two seconds, then Toward and Button A (defensive).

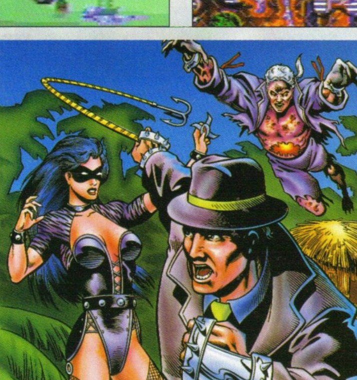
Overkills

Finding the Overkills embedded in the nine backgrounds is great fun. We are not going to give them away other than to show you a close-up peek at a few.











WE DON'T MAKE
WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between *your* controller and *your* system and go kick some butt.



No one else beats THRASH™ power. Select THRASH™ mode on the POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II.™ Hit one button on your controller instead of four, and you *own* the Hurricane Kick.* Think of the possibilities of Battle Toads,™ Streets of Rage II,™ Cool Spot,™ even Turtles: The Hyperstone

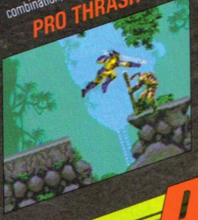
THRASH™



Heist.™ No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG.™ Do it your way, any combination, any game. Up to 17 commands channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

PRO THRASH™

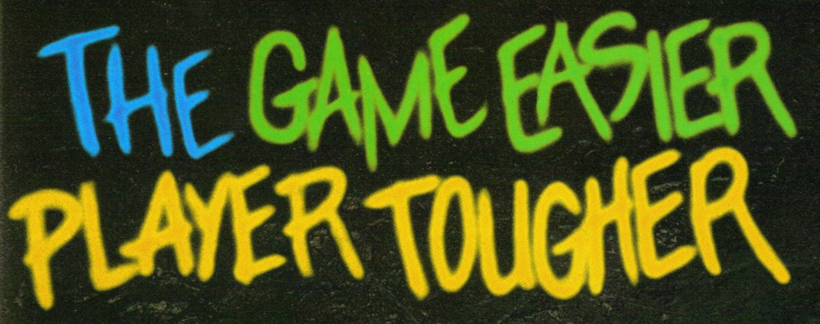


Look out for that—*CRASH!*—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left.

POWER STEERING

Steer a little, get a little. Steer a lot, get a lot. Master Jaguar XJ220™ and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.




THE GAME EASIER
PLAYER TOUGHER



OVERVIEW

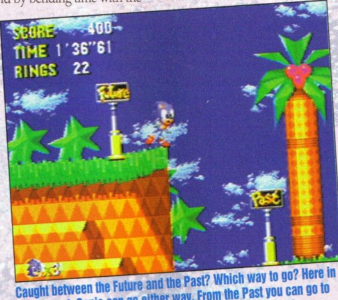
If you have Sonicmania, just wait until you see the speedy blue guy on your Sega CD. This is the title Sega CD players have been waiting for. Sega's heroic hedgehog is spinning adventure up to The Next Level with *Sonic CD.* Sonic's first CD adventure, *Sonic CD* gives you over 60 levels of action-packed, ring-grabbing fun in the past, present and future. The Sega CD has given Sonic power to do things he never could before. Spectacular time travel warps. 3-D looping and bonus rounds. A new Speed Run that's almost as fast as his Spin Attack. Killer Q Sound™ sound effects that will have you looking all over your living room for scattered Rings. A hot rockin' soundtrack containing 35 new Sonic songs. And Metal Sonic, Dr. Robotnik's most evil creation yet!

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Sonic CD features a mini-cartoon opening that sets the stage for the adventure, showing Sonic and his world like you've never seen them before. As with any game in the Sonic series, Dr. Robotnik is the bad guy and the key to beating *Sonic CD* is to capture a series of special emerald-like stones; in this case, Time Stones.

The object is to keep the evil, egg-shaped Doc from ruling the world by bending time with the Stones. And, you have to rescue your sweetheart hedgehog-ette, Princess Sally, from Metal Sonic.

You can only get the Stones by smashing all the UFOs in the Bonus Rounds. And to get to a Bonus Round, you need to have at least 50 rings and jump through the large golden ring you'll find at the end of a round. Rescuing Sally calls for finding Metal Sonic and beating him at his own game.

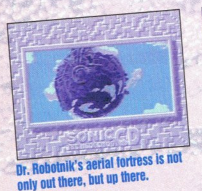


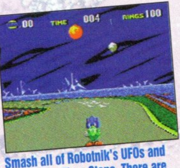
Caught between the Future and the Past? Which way to go? Here in the Present, Sonic can go either way. From the Past you can go to the Future and from the Future you can go back to the Past.





The opening animation shows Sonic like you've never seen him before. This heroic hedgehog is all business.


Dr. Robotnik's aerial fortress is not only out there, but up there.



Smash all of Robotnik's UFOs and you'll get a Time Stone. There are seven in all.



You must remember this...a kiss is just a kiss...Ain't life grand? Sonic has a sweetie, the fair Princess Sally.



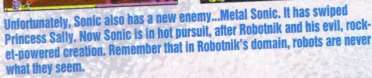
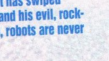
Floor fans in the Bonus Round runways will send Sonic for a vertical spin...and will take up precious time. Watch your step.






You've never seen Sonic make a run like this. Hit the ramp with enough speed to make it to the impeller, then hang on!



Unfortunately, Sonic also has a new enemy...Metal Sonic. It has swiped Princess Sally. Now Sonic is in hot pursuit, after Robotnik and his evil, rocket-powered creation. Remember that in Robotnik's domain, robots are never what they seem.




Time your jumps past these jets in the Wacky Workbench or you'll wind up as Sonic-on-ice.



Jump to send Sonic spinning. You can crash Sonic into the UFOs by steering him with the D-Button.



Blast past these to mark your place in the round. Lose a life and you'll continue at this spot.



Watch them red shoes burn! Sonic's got a new move. Press D-Button Up and Button C to give him a supersonic run.



Doc Robotnik's first boss machine can be beaten by getting past the bumpers and delivering a few Spin Attacks.

HOT HINTS

- ✔ Sonic CD is huge. Each of the rounds has a Past, Present and a Future. Plus, there are seven bonus rounds:
  - Palmtree Panic
  - Collision Chaos
  - Tidal Tempest
  - Quartz Quadrant
  - Wacky Workbench
  - Stardust Speedway
  - Metallic Madness
- ✔ Sonic has two speed moves, the Spin Attack and the Speed Run. Press D-Button Down and Button C for the Spin Attack. Press Up and Button C for the Speed Run.
- ✔ You need 50 Rings at the end of a level to get into the bonus level.
- ✔ 100 Rings will give you another life.
- ✔ If you beat the game without collecting all the Time Stones, you can play in the Time Attack mode, which lets you play any Zone except the last, over and over again. Use this feature to perfect your skills.
- ✔ Obstacles in the Present may not exist in the Past or Future.
- ✔ Robot critters with sharp, spiny backs will knock Sonic loose from his Rings if you land on them, even when spun up. Stay on their level and blast right through them.
- ✔ Electricity, cold flames and other game hazards can cause problems, even when you are spun up. Find every Shield and Invincible you can.
- ✔ You get points for every creature you turn into flora and fauna.





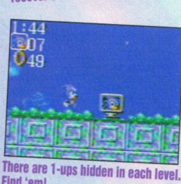
Free your friends by hitting either Button for a Spin Attack.



Collect lots of Rings in the boss stages. When you get hit you can recover a bunch each time.



Press Down and Button 1 or 2 to rev up your Spin Dash to take out enemies from the side.



There are 1-ups hidden in each level. Find 'em!

Use these Pogo Springs to bounce across the level at high altitude. Press Button 1 or 2 to get off the Pogo.



Don't spend too much time collecting Rings in the Special Stage. Go for the Chaos Emerald at the End.

OVERVIEW

Sonic is back, Jack! *Sonic Chaos* from Sega is the third Sonic title for the Game Gear. This new super-Sonic treat brings you plenty of what makes this blast-based hedgehog great. Add his new Rocket Shoes and the ability to play as either Sonic or Tails and you've got another big burst forward in the Sonic saga. Our Blue Hero takes you on a one-player romp across the landscape of South Island. Travel through six Zones made up of three Acts each and six different Special Stages where you grab the mystical Chaos Emeralds. Sonic and Tails have to use all their super speed and spectacular stunts to stop Robotnik in this blazing game.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Tails or Sonic?

You can play as either Sonic or Tails in *Sonic Chaos*. The game has two difficulty levels. You want the rougher ride? Choose Sonic — he starts with three lives, but no Continues. Want to take it easier? Choose Tails — he starts with five lives and five Continues and can fly over the more difficult obstacles. Each player earns a Continue for every 25,000 points scored. Either way, you face all the same dangers with either player. As Sonic says, "Gotta slide, Clyde!"

Sonic's new Rocket Shoes last for only about five seconds. Use them wisely.

Fly Tails up to check out the higher areas. He only has five seconds of flying time before he has to rest.

HOT HINTS

- Collect 100 Rings to get an extra life. Every 100 Rings collected by Sonic in the first two Acts of any Zone will send him to the Special Stage.
- Blast through walls, floors and overhead blocks to gain access to Rings and Secret Rooms with power-ups.
- Press the D-Button Up or Down to look above and below you for goodies and dangers.
- You may need to use some of the henchbots as springboards. Don't knock 'em off too soon.
- Use the Super Spin Dash to zoom over roof edges and water.
- Your score at the end of each Act is dependent on how many Rings you collected and how fast you blazed through the round. Remember, 25,000 points gets you a Continue. Rack up those points.

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Let it all hang out, bang the moguls, do some aerials and don't break your neck.

DOWNHILL
Speed is king on this course, one mistake and it's all over.

BIATHLON
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

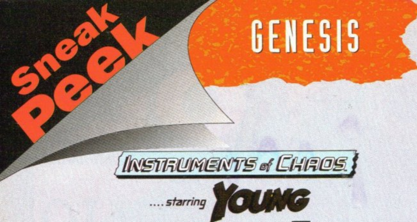
BOBSLEIGH
Take them first but hit them right – this race is won or lost in the turns.





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INSTRUMENTS of CHAOS ....starring YOUNG INDIANA JONES

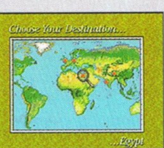
Instruments of Chaos spans the globe. Your mission is to search out and prevent the transfer of vital weapons technology between the agents of various countries and some notoriously nasty Nazi agents. Young Indy's adventures take him across the frozen, icy mountains of Tibet, into India where danger lurks around every corner, across the Egyptian deserts into the mysterious pyramids... even across the dangerous high steel bridges of England. If you are successful, you'll travel on to Germany to take on the spy master himself.

This is the Indy you know and love...one step ahead of danger. You have at your disposal a whip, pistol and grenades, plus power-up items found throughout the game in crates. Indy's whip animations are so lifelike that you'll jump in your seat at every "crack!" In addition to knife-throwing secret agents, you'll have to fight it out with all manners of ill-tempered critters and be extremely cautious of the treacherous landscape at every destination.

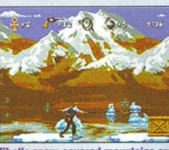
Go ahead. Beat the dust off your leather jacket. Join forces with Young Indiana Jones and save the world again.



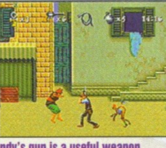
You'll get your initial briefings at night, by another agent in a trench-coat.



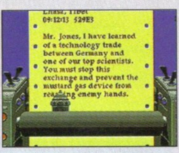
You can take on the Destinations in any order you wish, except Germany. That one's last.

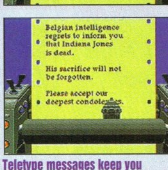


Tibet's snow-covered mountains are a backdrop for the frozen lake. One spill into the icy water will send you back to the beginning.

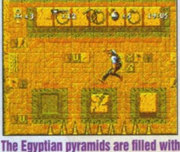


Indy's gun is a useful weapon against fiends in the streets of India. The pesky monkey follows you everywhere, trying to steal your things.

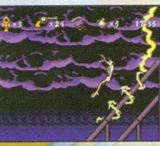




Teletype messages keep you apprised of what needs to be done...and what has occurred.



The Egyptian pyramids are filled with treasure...and dangerous traps.



Lightning in the bridge tops of England can be a truly shocking experience.



Riveteers and red-hot rivets quickly become enemies in the bridges.

OVERVIEW

NOT YET RATED

Grab your whip, your pistol, your brown fedora and prepare for a world of adventure. *Instruments of Chaos™ Starring Young Indiana Jones™* by Sega brings you into the exciting World War II era as the daring young archaeologist and secret agent.

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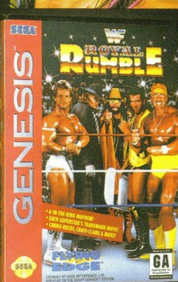
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but are you **READY TO RUMBLE?!!**







Cyclops fires his Optic Eye Blast at an enemy in Madripor.

A double tap on the Jump Button will give you a Spin Jump to reach higher areas.

Psylocke in the Savage Land.

The Start Button switches the X-Men's Mutant Power on and off. Here we see Nightcrawler in the Brood Cave.

Psylocke in the Hellfire Club.

Storm waits for an elevator in the Hellfire Club.

Nightcrawler in the Morlock Tunnels. Callisto's got to be around here somewhere.

OVERVIEW

Marvel Comics' X-Men take on their oldest and most dangerous enemy, Magneto — in *X-Men* for the Game Gear from Sega. Following on the heels of the massive Genesis hit of the same name, *X-Men* on Game Gear is an all-new game with six levels of x-plosive action. Join your favorite X-Men characters as they try to keep the Vice President of the United States from being kidnapped. Play as any one of the seven available members of the X-Men team against the forces of evil.

Take on the Mutants Sebastian Shaw, Callisto and the Brood Queen. You choose the X-Men team member whose mutant powers will meet the challenge head on...and dead on. Play as Cyclops with his Optic Eye Blasts, Nightcrawler the swashbuckling comedian, Psylocke the mighty telepath or any of the other four X-Men members. Fight each boss and their minions through regions like the Hellfire Club, Madripor, the Morlock Tunnels and Savage Land.

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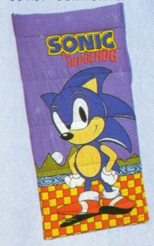
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Sneak Peek

GAME GEAR

THE SIMPSONS BART VS. THE WORLD

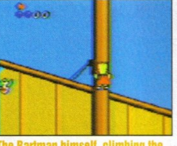


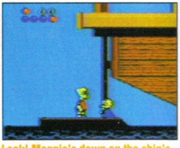
OVERVIEW

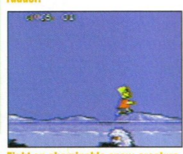
Cool, man! *Bart vs. the World* from Flying Edge for the Game Gear sends Bart and the entire Simpson family on a worldwide treasure hunt. Battle Homer's boss, Mr. Burns, who intended for this grand prize vacation to be a one-way ticket. In this one-player action cart you'll visit the Great Wall of China, Egypt and even the North Pole. Search for items and family members and complete puzzles in your attempt to get home again.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

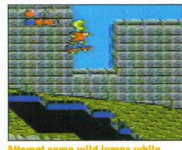
Each area of the world is broken into two action areas and a puzzle. Complete these and you move on to the next region of the world. For instance, go to China and you will sail the China Sea while searching the ship for your family and things to collect. Then you move on to the Great Wall and do some seriously gnarly skateboarding atop the Wall itself, jumping tourists and snatching items. Lastly, you go to the puzzle stage where you slide the tiles around until the Simpsons cartoon is whole again. Finish the region and you are on to Mr. Burns' next diabolical quest.


The Bartman himself, climbing the mast of a sailing ship in China.


Look! Maggie's down on the ship's rudder.


Fight an abominable snow-creature in the frosty ice region.


Avoid falling icicles in a glacial cave.

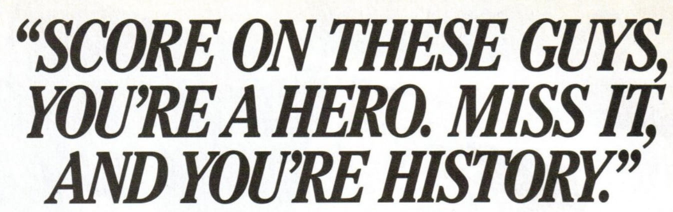

Fight Burns on the Great Wall of China.


Attempt some wild jumps while skating on the Wall.


Push the tiles around until you've solved the puzzle.


Hey! What's Homer doing hanging from the Sphinx in Egypt?

Fight your way across the Sahara, collecting items along the way.



"This could give 'face-off' a whole new meaning. Because in *Brett Hull Hockey*,™ you're playing with 600 scorers, goalies and grinders from the bigtime. Like Yzerman, LaFontaine, Chelios, Essensa, Gilmour, McSorely, Roenick and Roy. All coming at you in 16 Megabit, digitized living color– skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from the 3/4 view perspective. Broadcasting legend Al Michaels handles the play-by-play, and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." *Available for Sega™ Genesis.™ Skate over to your favorite retailer or call 1-800-245-7744 to order.*

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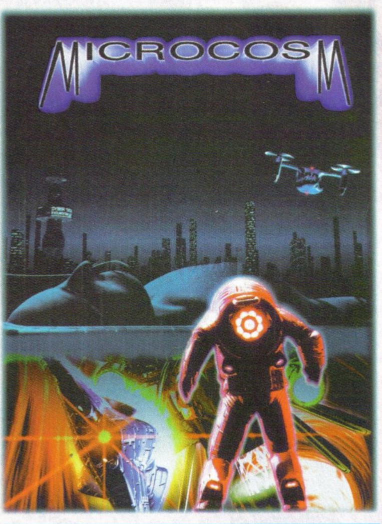
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GAMES WITH PERSONALITY



In the intro, newspaper headlines scream of corporate war in the Bator System.

Intravenous warfare — the next frontier.

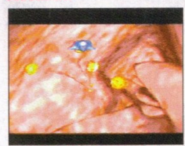
The time...deep future. The place...an inner galaxy.



Trapped on an operating table, Tiron Korsby, president of Cybertech, has had his body invaded by an enemy corporation. A miniature brain manipulation droid now threatens to take control of his mind. Placed in a micro-submersible, you begin your mission. Piloting four different vehicles through areas of the body like the Carotid Artery, Left Lung, Superior Vena Cava and the Brain, you take out the offending micro-droids. Along the way you pick up bonuses for Auto-fire, Armor, Bombs, Extra Speed and various types of shot. Try your hand at a docking sequence that tests your piloting accuracy. *Microcosm* delivers the Sega CD at its best.



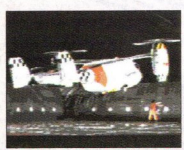
This is war. Each corporation has its own soldiers.



Diving through arteries in your micro-submersible, you take out viruses that spell doom for your corporate president.



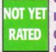
Time is running out. Destroy these defensive droids in a fast and furious game of hide-and-seek.



You are flown in via Red Cross helo to the operating theater, Cybertech's corporate headquarters.

OVERVIEW

Join in a battle between corporate mega-giants in *Microcosm* from Psygnosis. This CD shooter takes you inside the body of a corporate mogul in a search for a brain manipulation droid planted by a rival company. Blast attacking viruses and enemy defensive probes in this one-player, multi-dimensional thriller. Over 500 megabytes of graphics and sound combine to bring you cinematic-style images with an original soundtrack by Rick Wakeman, a founding member of the rock group Yes. Fight through six different areas of the body in a journey to the center of the mind.





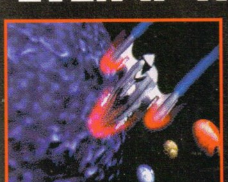
Fight your way through to the next area of the body.

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THEY'D CALL IT A SUICIDE MISSION EVEN IF THERE WERE 50 OF YOU.







Stellar Fire™ pits you against the Draxon, an evil entity which is devouring everything in its path. And Earth is about to become dessert.

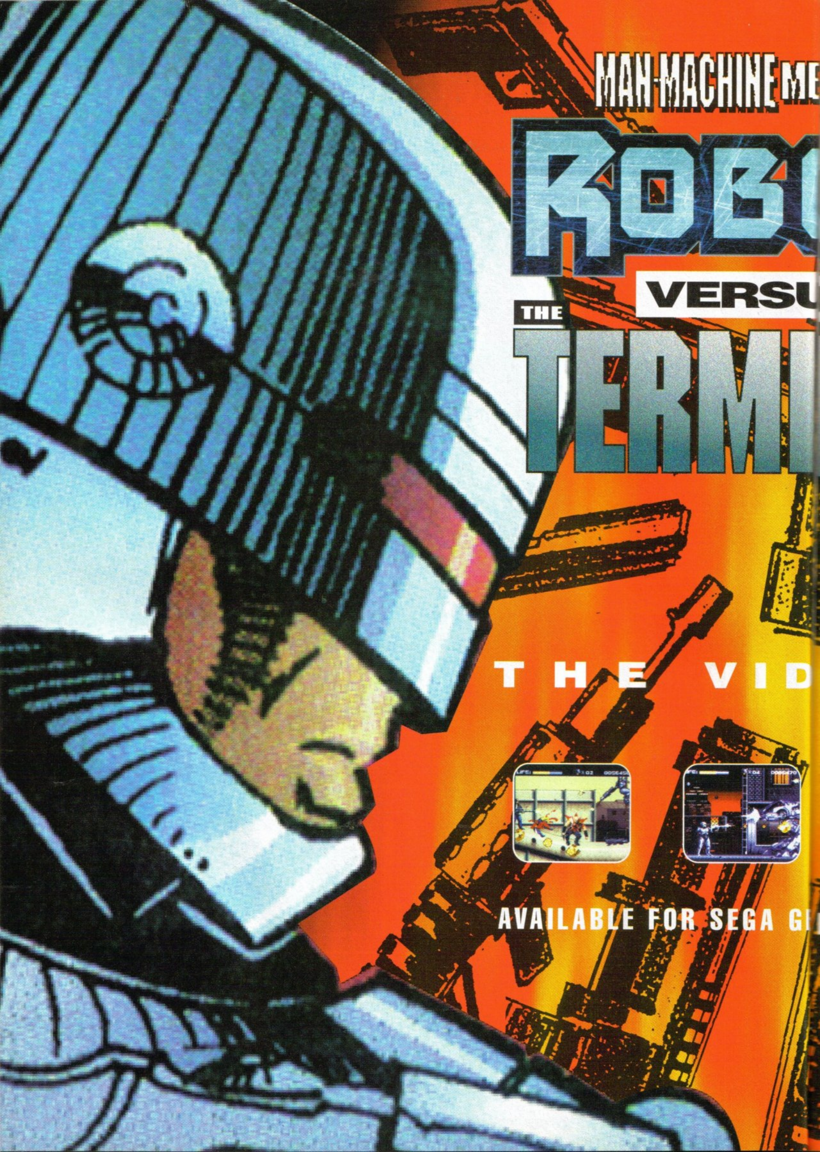
In Stellar Fire's unparalled 3-D polygon-realism, Draxon's minions are all over you — until you unleash your own deadly attack strategies to ultimately destroy their diabolical forces.

It's so challenging you could just die. And you will. Again. And again.

You're on no set track. You choose your destiny. And the destiny of the entire galactosphere.



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Sega CD Roundup

The Sega CD is the hottest game system on the market and one of the fastest growing game systems in the world. Most *Sega Visions* readers either own a Sega CD or are about to get one. Those who don't are missing out on the fun.

This holiday season marks a year of Sega CD. In that year, the Sega CD has established a new standard for gaming. Sega CD disc games are bigger. Have true music and sound. Are packed with game play. And offer cinematic realism unlike anything available in cartridge form. The best news is that the list of Sega CD titles is growing like wildfire.

With over 40 titles already available, companies everywhere are scrambling to bring you the best and most innovative games ever developed for in-home play. Whether a new Sega CD owner or a veteran player, The Next Level of fun is roaring your way and as always, *Sega Visions* is here to turn you onto the latest and the best.

And here it is. The most current Sega CD games and those on the way. Shooters. Action and adventure. Role play. Sports. Thrillers. Sonic. And there's even more coming for 1994.

Afterburner III

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Sega's most famous jet fighter series has appeared in arcades, on the Genesis and just about everywhere else. It's a perfect title for Sega CD, with sharp graphics and awesome aerial combat game play.





Produced By: Sega

AH3 Thunderstrike



This chopper combat game features solid polygon graphics and intense game play. Lifelike control lets you hover, bank and dive as you wage war against air and ground-based targets. This is a game that makes you earn your wings.





Produced By: JVC

Batman Returns



Based on the Caped Crusader's second movie, this hot disc features excellent game play, an original music score and one of the best driving games around. You play as Batman in an adventure to stop the Penguin.





Produced By: Sega

Adventures of Willy Beamish



Based on the famous PC title, this interactive disc takes you on a hip kid's adventure to the Nintari video game championships. The game features digitized voice, comic subadventures and more than enough crazy antics to keep you laughing.



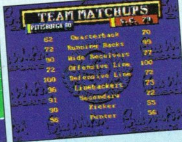


Produced By: Dynamix

Bill Walsh College Football



™ EA's going to make you a student of football with this new pigskin disc. Offering multiple-player compatibility and detailed play by college rules, you'll have your games hosted by Bill Walsh and Ron Barr, complete with digitized voice. With 48 teams to choose from, including the top 24 from 1992 and since 1978.



Coming Soon From Electronic Arts

Chuck Rock

NOT YET RATED

The original stone-headed Neanderthal's first CD. Chuck needs to recapture his beautiful bride from the stony clutches of a caveman Lothario. The game antics are funny. Chuck is a true character who will keep you moving with good action game play and more than a little humor.





Produced By: Sony Imagesoft

Black Hole Assault



A Sega CD staple, *Black Hole Assault* is one of the first robo-battlers to appear on this platform. Fighting as one of many robot warriors, you get to punch, kick, claw, throw and otherwise maim other robots in a variety of planetary backgrounds. This title is becoming a legend.





Produced By: Extreme Entertainment

Chuck Rock II: Son of Chuck

NOT YET RATED

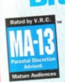
Chuck's stone-age son is the hero of this riotous disc. Pop's been kidnapped. As this flint-smacking babe in nappies, your job is to get him back. Your main weapon is a club quite-a-bit bigger than Chuck Jr., which he drags along behind him. All of the same fun and antics of the original Chuck...but in a younger, fresher mix.





Coming Soon From Virgin Games

Bram Stoker's Dracula



™ Take on the Master of the Undead in Sony's long-awaited hit. The game includes digitized footage and cuts from the movie soundtrack. In addition to accomplishing a specific job in each mission, you'll have to duke it out with Drac's evil horde. A nightmare of fun.





Produced By: Sony Imagesoft

Double Switch



Follow the adventures of strange Eddie and the Edward Arms, a seedy apartment building with a lot of secrets. You've been locked in the basement. A package has arrived covered with government stamps. Someone has turned off your security system. And one of the most exciting interactive mystery movie games is about to begin. The building is full of friends and enemies...and possibly a hidden treasure of untold wealth. Which may or may not be good. In the Edward Arms, nothing is as it seems.





Coming Soon From Sega

Dracula Unleashed

NOT YET RATED

Sega's *Dracula Unleashed* pits you against the Master of Darkness as Alexander Morris in a battle to save his fiancee from unending life as a vampire. The game contains live video sequences, digitized voice and more suspense than a vampire movie. QSound™ will keep you looking over your shoulder, expecting the Master's touch!





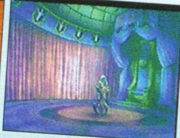
Coming Soon From Sega

Dragon's Lair



Based on the first laser-disc arcade game, *Dragon's Lair* brings the famous sword-swinging knight to the Sega CD. The game features all the arcade action, cartoon-quality animation and great humor.





Coming Soon From Readysoft, Inc.

Dune



™ Frank Herbert's *Dune* book series has become a modern classic. Virgin Games has captured the feel of the Dune world with this new CD release. Based on the storyline of the first movie, you play as a young Atriedes come to the planet Arrakis. The game takes place in first person and is solid sci-fi adventure.



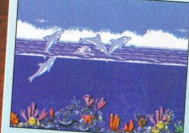


Coming Soon From Virgin Games

Ecco the Dolphin



™ Ecco the Dolphin's quest to save his family pod has become a Sega CD legend. You control the smooth, fluid motions of this wonderful mammal as he searches across the oceans of the world...and even across time and space. The game involves speaking with many creatures under the sea, battling sharks, unlocking the secrets of Atlantis and more. The soundtrack and effects were recorded in QSound™. Play *Ecco the Dolphin CD* through a stereo for an experience that will let you know what it is like to be a dolphin.





Produced By: Sega

Final Fight



Once an arcade smash hit, *Final Fight* is a direct port of this famous head hammering, body slamming, brawling game. One or two players simultaneous can bash it out against the Mad Gear gang in a mission to rescue Jessica, Mike Haggar's daughter. You can play as Mike or one of two other characters.



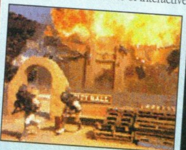


Produced By: Sega

Ground Zero, Texas



TruVideo™ technology brings the Sega CD's unique mix of live video and game play to new highs in this alien-battling adventure. Directed by Dwight Little, who did *Halloween 4*, *Ground Zero, Texas* is an interactive battle to protect the world by stopping aliens from invading El Cadron, Texas. You control four battlecams and operatives to steal alien weapons and use them on their creators. The game contains over 70 minutes of interactive movie action.





Coming Soon From Sega

Sega CD Roundup

Hook



Based on the recent movie and containing digitized footage, *Hook CD* puts you into the slightly tight suit of a grown–up Peter Pan. You go back to Neverland to rescue your kids from the treacherous Captain Hook.



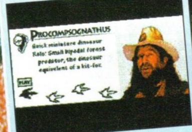


Produced By: Sony Imagesoft

Jurassic Park



Anyone who has seen the movie will want to play *Jurassic Park CD*. The game begins where the movie ends. You play as a scientist sent back to the island to collect the eggs of seven different species of dinosaurs and put them into the incubator in the Visitor Center. Game play combines digitized video and 360-degree views, a complex array of tools and ways to use them, puzzles, dinosaurs and some additional surprises. The soundtrack was recorded in QSound™ for ultimate realism. We think you'll become en-raptured by it.





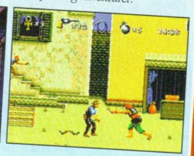
Produced By: Sega

Instruments of Chaos
Starring Young Indiana Jones



Get in on the World War II adventures of Indiana Jones as a younger man. This well–balanced CD takes you across the world as a secret agent in search of Nazi agents trying to gain new weapons technology. Your mission is to stop the exchanges and take down the Nazi spy leader on his own turf. Fantastic music and sound with action worthy of the famous whip-toting adventurer.





Coming Soon From Sega

Lethal Enforcers



Any arcade player is going to recognize *Lethal Enforcers*. A direct port of the arcade hit, you take up a control pad or a Konami Justifier™ gun-controller as a cop trying to clean up the streets. Digitized video backgrounds and characters add to the blunt...and sometimes bloody...realism of the game.





Produced By: Konami

Jaguar XJ2200



JVC's *Jaguar XJ2200* is every driving sim fan's dream. Strap in behind the wheel of the hottest Jag of all time for racing where you can take on tracks from all across the world or custom design your own challenging raceway.



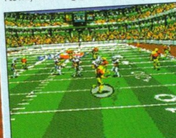


Produced By: JVC

NFL Football '94 Starring Joe Montana

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Joe has been a Sega staple, allowing you to punt, pass, kick and throw with the best. *NFL Football '94 Starring Joe Montana* takes this excellent history of game play and makes it even more real with awesome scaling and rotation, Behind the Quarterback Views, stunning graphics and total realism. A must for any football fan.





Produced By: Sega

Lunar: The Silver Star

NOT YET RATED

Big-time adventure role-play is finally coming to the Sega CD. Working Designs' first Sega CD title, *Lunar* contains over 4 megabytes of text alone. The game is huge, spanning continents and space in an adventure to become a Dragonmaster. The game has animated graphics, digital voice recordings and grand, sweeping music. *Lunar: The Silver Star* loads quickly and has an AI feature that makes combat a breeze.



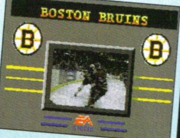


Coming Soon From Working Designs

NHL Hockey '94

NOT YET RATED

NHL and NHL Players' Association licenses ensure that you're going to get real hockey action on this disc. *NHL Hockey '94* contains over 300 video clips of NHL action triggered by events in the game, commentary by Ron Barr, over 70 new pieces of organ music and updated '93 team rosters and player ratings. This is a disc-based hockey lover's dream.





Coming Soon From Electronic Arts

Mad Dog McCree

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Take to the Wild West with your control pad or Menacer™ in an all-around-town gunfight with Mad Dog and his cohorts. It'll take some fancy shootin' to win this one. Cuttin' 'em down ain't necessarily the focus. You'll have to shoot signs and defuse dynamite, among other things...all with your Menacer.





Coming Soon From American Laser Games

Night Trap

Rated by V.R.C. MA-17 Not appropriate for minors. Mature Audiences

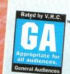
One of the more controversial titles of the year, *Night Trap* features a "B movie" type of cinematic horror that is more fun than frightening. You control a security system in a house full of vampires. Your mission is to trap them before they turn a group of visiting guests into vintage vampire nectar. The game was built from digitized video for realism and unique game play.



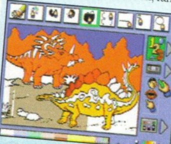


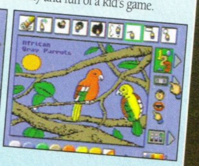
Produced By: Sega

My Paint



Saddleback's first Sega CD contribution is a paint disc that is a great way for young gamers to get involved. *My Paint* features all the cut, paste and template features of adult paint programs, but with the form, functionality and fun of a kid's game.





Produced By: Saddleback Graphics

Prince of Persia



One of the most famous PC games, *Prince of Persia* is just as big and adventurous on the Sega CD. Thrown in the Sultan's dungeons, you must find a sword and escape to rescue the princess from the evil Jafar.





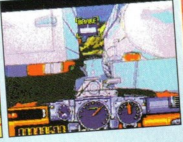
Produced By: Sega

Road Avenger



Road Avenger offers a unique mix of digitized animation and action as you chase down bad guys in a supercharged road car. You must react with split–second timing to steer the car, apply brakes, accelerate and turbo to avoid such pitfalls as running over pedestrians, crashing off piers, getting crushed between trucks...to name a few.





Produced By: Renovation Products

Prize Fighter



Prize Fighter brings new sports realism to your Sega CD. Your opponents are real boxers, recorded specially for the game. Your punches and jabs get real reactions...in real time. The matches take place from your point of view, with a full support team to give you advice and mop the blood from your lip. Take a good one on the chin and you might just find yourself flat on your back, looking up at the ref.





Coming Soon From Sega

Robo Aleste



Arcade-style vertical scrolling and blasting are the backbones of this hard-core disc. In a feudal Japan where technology has come early, you control a suit of flying samurai armor with serious firepower. The action is hot and heavy, built on solid graphics and a techno soundtrack that keeps your feet tapping almost as fast as your fingers pound the buttons.





Produced By: Tengen

Rebel Assault



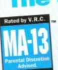
Set in the *Star Wars* universe, *Rebel Assault* is 15 action-packed levels of space combat with intermission screens featuring your favorite *Star Wars* characters, Princess Leia, Luke Skywalker and C3-PO among them. You'll pilot three different types of fighter craft across locations such as the Death Star. Intense 3-D graphics and music taken from the *Star Wars* trilogy.





Coming Soon From JVC

The Secret of Monkey Island



This hilarious PC original puts you in the dubious shoes of Guybrush Threepwood, a young pirate wannabe. In his quest for piratehood, Guybrush learns the most obnoxious insults known to pirates, falls in love with the beautiful female Governor of the island, takes a beating on the used ship lot and chases a pirate's ghost, among other things. With good sound effects and snappy Calypso music, Monkey Island is a lot of fun. Just don't repeat the insults to your friends!





Produced By: JVC

Sewer Shark



A combination of digitized video and interactive game play, *Sewer Shark* puts you through the septic system of tomorrow battling huge Ratigators, giant bats and other noxious post-nuclear nightmares in your fancy *Sewer Shark* ship.




Produced By: Sony Imagesoft

Sherlock Holmes
Consulting Detective, Vol. 2



Following on the successful first *Sherlock Holmes Sega CD* adventure, return to the foggy streets of London to track down more dangerous mysteries as the pipe-smoking master of murder mysteries, Sherlock Holmes.




Produced By: Sega

Sonic CD



Sonic's first adventure on the Sega CD delivers everybody's favorite hedgehog like you've never seen him before. It's all the famous Sonic Spin Attacks and other moves you've come to love, along with a few new moves, awesome scaling and rotation, a soundtrack recorded in QSound™ and rockin' new tunes created just for the game. There's even a short animated cartoon at the beginning of the game that sets the story. This game is a must-have for any Sega CD owner!





Produced By: Sega

Spider-Man Vs. Kingpin



America's favorite webslinger battles to save the city from Kingpin in this hot new title. Cartoon-like animation scenes, real voice and a dynamite soundtrack round out this action-packed, disc-based Spidey adventure.




Produced By: Sega

Terminator CD



The Terminator is one of the most popular game villains and Virgin is giving you a chance to do him in...CD style. Playing as Kyle Reese, you battle it out with HKs and other Cyberdine metallic nightmares in the future, then go back to the past to protect John and Sarah Connor from the Terminator. Awesome graphics and a hip soundtrack add to this fun action disc.




Coming Soon From Virgin Games

Time Gal



One of Renovation's action-reaction type games, *Time Gal* takes you through time to chase down a dangerous villain from the future. Directional and combat moves are taken from on-screen cues. Fantastic graphics and digitized animation add to the experience.

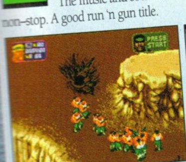



Produced By: Renovation Products

Total Carnage

NOT YET RATED

Smash TV fans will be familiar with the basic play mechanisms of *Total Carnage*. You play as the warrior-in-the-middle in a game-like setting of total carnage...yours, if you're not careful. The music and sound effects are up to par and the action is non-stop. A good run 'n gun title.





Coming Soon From Black Pearl/THQ

Wolfchild

UNRATED

Wolfchild places you in the paw prints of a scientist's son who has the ability to transform into a wolf. Along with solid graphics and sound effects, the game has tons of enemies, lots of special weapons and challenging game play.





Produced By: JVC

Video #1 Kriss Kross



"Jump, jump! Kriss Kross'll make you"...you get the idea. The object of this funky disc is to create music videos that contain elements radio call-ins ask for. You have control over a V.J.'s dream board, able to mix and match three different video channels with special effects.





Produced By: Sony Imagesoft

Wonder Dog



This kid's game will have you taking another look at man's best friend. Wonder Dog, a puppy refugee from the planet K-Ninus, dons a colorful suit and battles evil on Earth so he can return peace (and a good game of fetch?) to his home planet, K-Ninus. The music and graphics are great for younger gamers, but the game play can be challenging. Parents and kids can get together with this one.



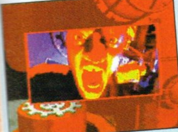


Produced By: JVC

Video #2 C&C Music Factory



Designed along the same principles of the *Kriss Kross Make Your Music Video*, this game features the hot dance hits of C&C Music Factory and videos of their top dance tracks. Use the video board to create your own music videos using three video channels and some serious special effects.





Produced By: Sony Imagesoft

WWF Rage in the Cage



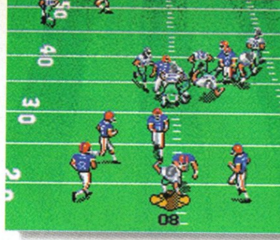
Wrestling at its best comes to the Sega CD from Acclaim. Following on their successful Genesis wrestlecarts, this new disc has digitized video of all your favorite WWF stars with all their special body-slamming moves.





Coming Soon From Acclaim


WELCOME



The players are bigger and the hits are harder all season long.

A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch your "D." The Saints' backers serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

'94 GAME HIGHLIGHTS

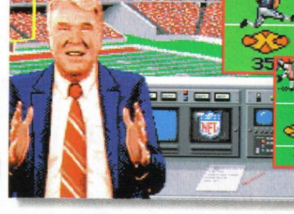
- 80 TEAMS
- FULL NFL SEASON
- FASTEST ACTION EVER
- 72 NEW PLAYS
- PLAY FLIPPING
- EA SPORTS™ 4 WAY PLAY™
- PLAYOFFS & SUPERBOWL
- NEW PANCAKE HITS

TO THE NFL.

It's the biggest players, the fastest action ever. Bluff your playcalling. Customize audibles. See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action.



Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950, and 2 All-Madden teams.

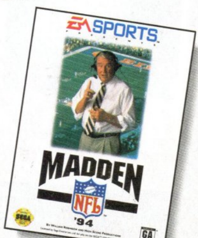


John's new commentary colors the action all season long with updated rosters and new high steppin' player animations for '94.

Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



If it's in the game, it's in the game.™



Silpheed



Your Weapon Select screen updates your available options after each round. The Auto-Homing right and left weapons are ideal.

OVERVIEW

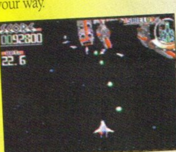
Blast into the future with *Silpheed* from Sega. This no-nonsense, high-speed, polygon-based CD shooter features 11 fast, action-filled battle stages, vivid polygon graphics, CD-quality music and voice, and weapons designed to kick alien booty. Your highly modified SA-77 "Silpheed" tactical fighter spacecraft has both left and right main weapons, a choice of optional weapons systems and is fully up to the challenge... Are you?

NOT YET RATED

The Earth-based Grayzon computer defense system has been "net-jacked." Mankind's future in space is completely in your hands. Using your Silpheed fighter, bust through convoys of alien ships, ride at serious velocity through asteroid belts and drop into some crazy mazes on the outer hulls of enormous planet buster-sized ships. Follow the dramatic story line through sweeping cinematic intros and intermissions between levels. Search out energy power-ups, point bonuses and items that will make you invincible for a time or take out every enemy on screen. Listen carefully to the clear channel voice communications from the other pilots in your wing who alert you to the next threat coming your way.



Sweeping cinema-like introductory sequences get you into the story.



You meet fleets of enemy ships as soon as you cross over this level three giant.



This is your enemy. He has taken the Grayzon computer defense system away from you and is gonna throw everything he has at you to keep it.



In the middle of level three, you'll be attacked with blasts of white energy. Keep scanning the top of the screen so you can avoid them.

HOT HINTS

- ✔ Learn the enemies' attack patterns to get through each level.
- ✔ If there are lots of threats and energy power-ups on screen simultaneously, go for the energy first.
- ✔ The most useful weapons system option is your EM Defense System. This will protect you against hits in the most dangerous regions.
- ✔ Pay attention to your wing men as they call out the oncoming threats.
- ✔ There is an on-screen warning each time you approach a boss area. Each boss has a pattern of attack. Learn it, then blast to win.

Level seven's boss misses you more if you hang out slightly left of center. Stay there and blast away for the kill.


These big ships in level three are great-looking, but don't let them capture your attention. Stay focused on avoiding and blasting smaller moving objects.


To beat the level three boss you fly up the center of a big behemoth of a ship and avoid massive bolts of energy. His first and last bolts are dead center in the screen.


Level four is a combination of shooting stationary weapons and avoiding obstacles.


Late in level four you are attacked by blazing yellow energy beams. This is a good time to use your EM Defense System option. Choose it at the Weapon Select for level four, then start it as you see the first beam weapon.


Level five has some spectacular views (like the nebula in the lower right). Ignore them and concentrate on shooting the enemies closing in on you. You're not on an intergalactic sightseeing tour.


Pay attention to the on-screen heads-up display that tells you how much energy you have available for your optional weapons. Save some for the boss areas. In level five, select the EM Defense System and use it near Jupiter.


After dodging asteriods in level six you get the chance to prove your mettle against more serious fellows. Don't forget to collect your energy power-ups.


In this area of level six, move to the other side of the screen. Silpheed is in poor position here. The red color denotes damage.


Level six's boss has a pattern that is fairly similar to the boss in level two. When he moves in avoid him and as he blasts away at you, avoid the blasts and wail on him.

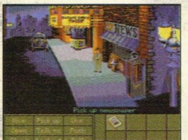

You'll run a maze-like gauntlet in level seven.

At an early juncture in the game you find yourself in Indy's office with a decision to make. Convince Sophia (your former assistant) to continue with Indy (the Team Path), go it alone with only your brains to defend you (the Wits Path) or spice up the game with a bit more action (the Fists Path). No matter which path you choose, you face huge anacondas (a big snake), camel driving, car chases through downtown Monte Carlo, submarine navigation and puzzles galore. Explore the mysteries of ancient Atlantis and beat Hitler's troops to the punch by finding the lethal secret before the Reich can.

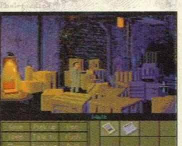
OVERVIEW

Leap in for some adventure/role-play Indy-style with *Indiana Jones and the Fate of Atlantis* from JVC Musical Industries . Point and click your way through fistfights, puzzles, balloon rides, car chases and terrific Indy one-liners. This update of the best-selling PC title of the same name now includes digitized voice and CD-quality sound effects. Explore over 200 amazing locations around the world. Join Indy in this one-player quest set in the world of 1939, as he tries to stop the Nazis from releasing the deadly secret that sank Atlantis.





Pick up the late edition of today's paper. You need it for the stage manager.



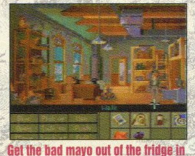
When you confront the doorman, you have three choices of action. Either talk your way past him (he's a big fan of Madame Sophia's), sucker-punch him or push the crates around and sneak up the fire escape.



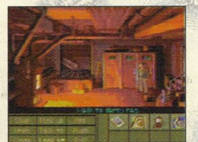
After convincing the stage manager to go away, you must stop Sophia's talk. Push the left lever, then the right and then the button.



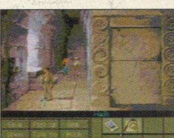
Use your whip to convince the jungle rodent (capybara) to enter the center dark path. This will get him eaten by the anaconda.



Get the bad mayo out of the fridge in Indy's office. You need it to move the totem pole.



Get a lump of coal and a dirty rag in the furnace room. You might need the lump of coal to throw at the book to dislodge it (the book's in one of three places). The dirty rag is used with the arrowhead you find in the totem pole room to unscrew the back of a bookcase.





You need to get Steinhart off your back by having Sophia take him aside and talk with him. Then steal the lamp outside at the Trinket Stand. Open the lamp and use the kerosene on the tarnished Spiral Design. Insert the Spiral Design in the nose of the face and then pull. There's nothing you can do about Steinhart stealing the Worldstone. Your paths definitely cross later. Maybe he missed something in the tomb.

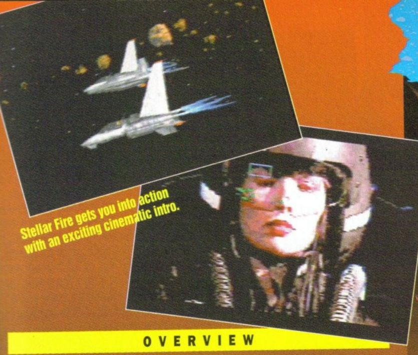
HOT HINTS

- Look at, touch and try to move everything. The only way to find items needed to complete the game is to search each location carefully.
- If you get stuck, try using every item in your inventory to find an answer. More often than not, you already have the solution.
- In conversation, use caution choosing your responses. Some of Indy's wisecracks can lead to serious trouble.
- Each time you pick up a new item or arrive at a new location, press Start and write down the password. Save early and often.
- If you get stuck and are with Sophia, chat with her. She often knows the way to proceed.

SEGA CD

Just Review It

STELLAR-FIRE


Stellar Fire gets you into action with an exciting cinematic intro.

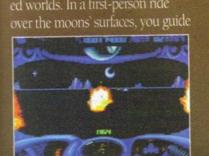
OVERVIEW

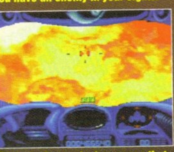
Stellar Fire **from Dynamix is a furious-paced battle to the death between you and the Draxons. This one-person Sega CD shooter is an intense polygon-based game that lets you take your ship, the Raven, in any direction across the landscapes of six moons and a planet. Spectacular CD-quality sound effects highlight massive explosions. The original music will rock you to your core. Obliterate the security shield system and moon hop your way to the Draxons' home planet, Arctura.**

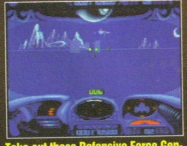
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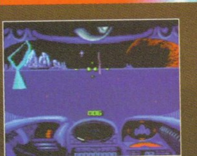
It is the year 2206. You stand alone in a seemingly impossible mission. Taking the battle back to the Draxons' home is the only way to stop the cybernetically linked warriors' assault on all the populated worlds. In a first-person ride over the moons' surfaces, you guide the Raven through some of the fastest polygon-battles ever seen. Using five different types of weapons, from heat-seeking missiles to lasers, you blast mechanized monstrosities while glued to your radar — searching wildly for the Defense Force Generator, in hopes of making it to the next moon.

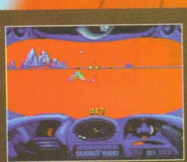

Your target cursor blinks red when you have an enemy in your sights.


If you are at max speed (100) and you take a hit, your speed drops. Don't forget to reset at 100 with an Up on the D-Button.


This massive explosion means that it's curtains for you, Charley. Prepare to restart.


Take out these Defensive Force Generators.


Don't waste time shooting at these tree-like growths. They can't hurt you and vice versa.


Collisions take lots of your energy. Avoid colliding with enemies and obstacles at all costs.

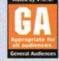
HOT HINTS

- ✓ Keep an eye on your radar. If you aren't traveling in the right direction, the game is lost from the start.
- ✓ The airborne enemies always end up low enough for you to take out as they head for the horizon.
- ✓ You have unlimited ammo. Use it.
- ✓ It's not worth it to use a Continue on the first moon. You have only three, so just restart if you are in the early stages.



OVERVIEW

ToeJam and Earl are back in *Panic on Funkotron* from Sega for the Genesis. It seems dat da boyz have managed to infest their planet with aliens from a truly un-funky place called Earth. Your purpose in this terrific one- or two-player simultaneous jam is to clear out the dreaded Earthlings and restore the funk to planet Funkotron. Beat the bushes, scour the bizarre countryside and poll the population on your search for the whitebread stowaways. This sequel is bigger and better than the first *ToeJam and Earl.* Great color, seriously funky jams, lots of stuff to find, real comedy and a hip-hop style greet you as you once again join the two-who-put-the-fun-in-funky.



What? ('Sup?)

Seventeen massive levels of truly strange and wonderful game play made up of multiple stages each, hidden caverns, wild warps, infestation by the ghosts of cows and an ongoing search for Lamont's (the Great Funkapotamus) Favorite Stuff. Find items like the Chocolate Covered Pickle, his pet slug and his favorite Red Sneakers. Sixteen megs of funk-filled game play will set you on your merry way.

Where?

The planet of Funkotron. The Valhalla of Funk. The home of the now famous (or infamous) ToeJam and Earl. You visit fair Funkotron's flowered valleys and frosty peaks. You swim her seas. You plumb her dangerous and fiery caverns — all in a search for the dreaded (shudder) Earthlings.

How?

By using all your Funk Powers. You have Trap-o-matic Jars to bottle aliens. You find Funkitude to power your moves through walls or out of danger. There are warps to another funk dimension — like the Hyperfunk Zone. When things get dangerously out of hand you can push the Panic Button to survive the onslaught of crazed Earthlings from a less-than-funky land.

HOT HINTS

- ✓ You can search each level again after you have cleaned out the Earthlings. This way you will find everything without any chance of being harmed.
- ✓ In a two-player game, stand and face each other, then squat to do a high-five to share life energy.
- ✓ Listen very carefully to your neighbors. Many give you directions toward finding someone or something you badly need. Write down the more complex directions so you don't forget them.
- ✓ Save your Panic Buttons and Funk Vacuums for times of severe need.

Things To Do



Talk to every Funkotronian. Everyone will help you in one way or another — either by giving outright hints or sending you toward another inhabitant.



Master the art of bubble riding. You can reach important areas by riding these bubbles. As your player starts to fall to the forward or rear, press the D-Button in the opposite direction. When dealing with multiple bubbles you'll often be able to jump to the next one before starting to slip off.



Gee, which door? In this case take the first, but at other times make a guess and good luck.



When traveling underwater you have only 40 seconds of air before drowning. You can often get more air by finding the seriously funky Blower fish. Just swim on up and plant your lips on his bloated purple form and he'll give you a refill. In the large swimming areas you'll have to find more than one fish.



You'll sometimes come upon a fungus with a parking meter to the side. Put a coin in the meter and a jury of your peers will score your jumps and flips on the fungus. Do two full flips in opposite directions and land on your feet to get 900 or 1,000 points per jump. If you score eights or above they give you a Super Jar as well. Repeat until the meter goes away. This is a great way to increase your points. You get an additional life for every 10,000 points (up to a max of six lives).



Irritating Alien-Types (Earthlings)



The Tourists are some of the most dangerous and unfunky aliens to infest the frolicsome fields of Funkotron. Crouch to cover your eyes when they approach 'cause their flashbulbs do serious damage. Bag 'em with a Super Jar, or go nuts on them with the jars and don't let 'em get off a flash. Tourists. Go figure.



This is the most dangerous alien on the planet. He is wearing only a box, so is obviously, dangerously...crazy. His "Excuse me, pardon me" as he knocks you over creates heavy damage and his tomato toss makes him a hazard at a distance. Keep him as far away as you can and throw jars like mad. The faster you throw, the less chance that he'll get off a tomato. He takes seven hits but cannot be hit while completely inside the box. Take him out when his head is above the cardboard.



The Duck on a Carpet is especially tricky. You must crouch on his every dive so either TJ or E will hit the dirt. Throw jars into the air until you see him, then hit the ground. Repeat as necessary. The Duck takes eight hits.

Things To Find



When given Super Jars — save 'em for a rainy day. Don't randomly toss jars because you'll use them up. Wait until you see a vicious alien-type and bottle them in one shot.



Search the bushes and trees for aliens and gifts. If you find a present, try the same bush again. They can hold multiple gifts. Watch out for bowling balls and trash cans though. Use your Funkmove to avoid them when they pop loose because they will do you damage.



You find plenty of hidden areas by searching the walls of Funkotron. If you see an area and it appears to have stuff you can't get to — try your Funkmove in the proper direction.



You will find Funk Vacuums randomly in the presents you open — but save them for moments of great need, such as the above screen. Periodically you have five or more aliens on the screen at once. This is a great time to apply the Vac.



Find your pal Trixie in each level and she gives you a special power gift. She can double each food item's value, let you use coins without depleting your stash, make you bounce to the top height on the first bounce on a fungus and so on. Search hidden rooms and open platforms by using Up on the D-Button and you can find her.





The Powers of Funk on the great planet Funkotron have been granted by Lamont (better known as the Great Funkapotamus). The problem is...he's gone into hiding to avoid the Earthlings. When the world goes black and white — you have no Funk Powers whatsoever and anything that runs on funk will not work. Each level (above level five) contains hints to find one of Lamont's Favorite Things. Collect all 10 before the end of the game and try to coax the Funkapotamus and his funk back to the planet.

Sonic the Hedgehog Spinball™

Overview

Since it shipped on Sonic Mania Day, Sonic Spinball from Sega has been a massive success. This pinball powerhouse pits Sonic against Robotnik's insane Pinball Defense System. As Sonic careens from flipper to bumper on screens around the nation, we thought you'd like to take another look—this time at a map of the huge Lava Powerhouse world.

To help you beat Robotnik on his home turf, we've pulled out close-ups that show you where to send the Blue Blast and how to do it. This map will give you another leg up on helping Sonic to save his friends before they are sent to the diabolical Veg-o Converter. Break through the Sonic barrier in true-blue hedgehog style!

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Hot Hints

- ✓ Each of the five tables requires that you break or open and enter something before moving on.
- ✓ You must collect three Power Emeralds before taking on the boss area.
- ✓ Get all the rings. Rings add up in bonus points.
- ✓ Use the Clucks (roboticized birds) to bounce into the tubes in the Steam Arenas.
- ✓ Pop the corks by the cannons on the upper two tables to enter the Steam Pipes that will let you get to Power Emeralds two and three.

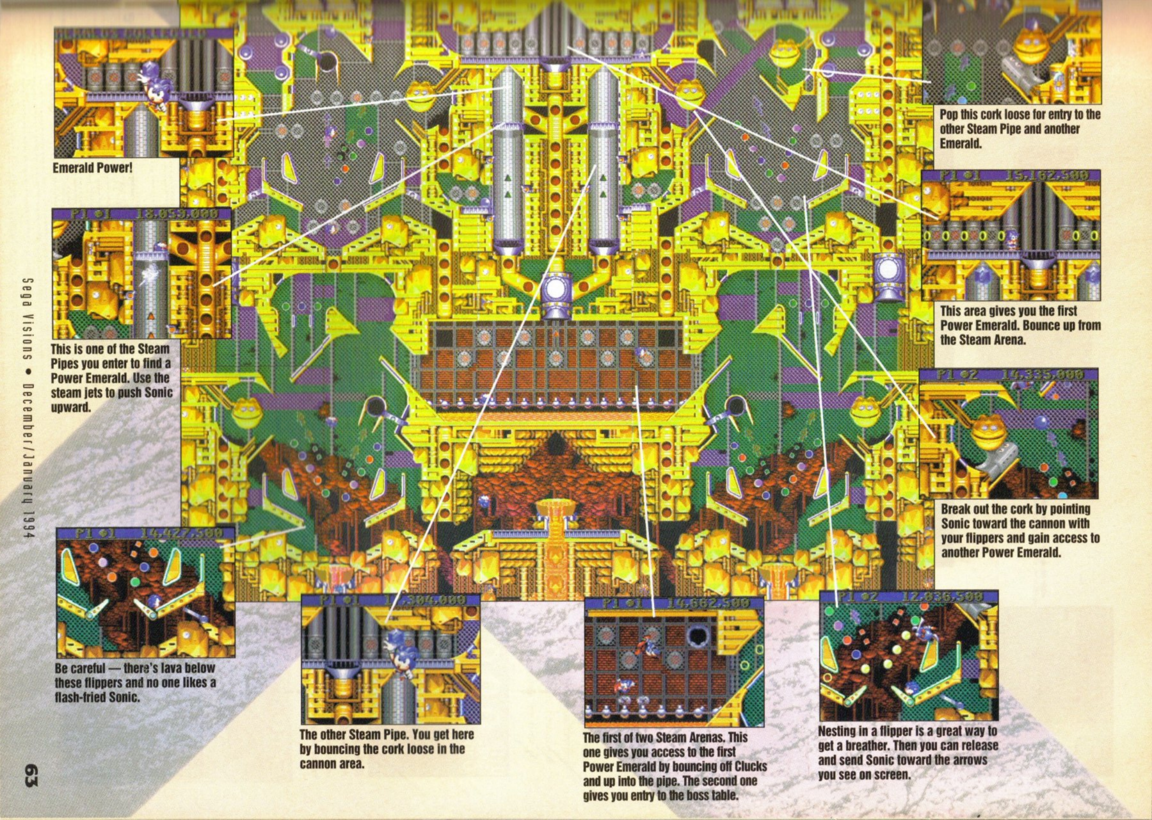
Lava Powerhouse Level Map



Welcome to the Lava Powerhouse boss area. You get here after collecting all three Power Emeralds and coming up through Steam Arena #2. To beat the boss, gain entry to the furnace and bounce each of the heads seven times. After each head is conquered, you are released out the bottom of the furnace. Do it again four times.

There are teleports in various places throughout the Lava Powerhouse. Learn where they go and then use them for transport.

Hip-Hop, anyone? Use the bellows to bounce up to the right.



Emerald Power!

This is one of the Steam Pipes you enter to find a Power Emerald. Use the steam jets to push Sonic upward.

Be careful — there's lava below these flippers and no one likes a flash-fried Sonic.

The other Steam Pipe. You get here by bouncing the cork loose in the cannon area.

The first of two Steam Arenas. This one gives you access to the first Power Emerald by bouncing off Clucks and up into the pipe. The second one gives you entry to the boss table.

Nesting in a flipper is a great way to get a breather. Then you can release and send Sonic toward the arrows you see on screen.

Pop this cork loose for entry to the other Steam Pipe and another Emerald.

This area gives you the first Power Emerald. Bounce up from the Steam Arena.

Break out the cork by pointing Sonic toward the cannon with your flippers and gain access to another Power Emerald.

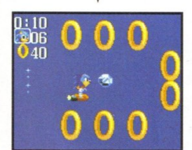
SONIC THE HEDGEHOG CHAOS™



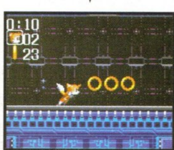
Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.



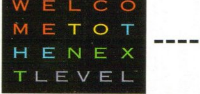
Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.



Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.



If the



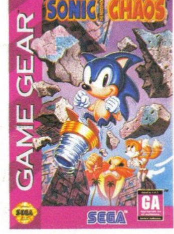



As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.

SEGA™
GAMEGEAR™

Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).





Soldiers of Fortune

OVERVIEW

Get paid for fighting? You bet! It's a mercenary's life in *Soldiers of Fortune* from Spectrum HoloByte. Based on a former Amiga title, *Soldiers of Fortune* has strong game play, a hot soundtrack, some digitized voice effects and very good graphics. With four Worlds each containing four big levels, *Soldiers of Fortune* gives all run 'n gunners plenty to do.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Soldiers of Fortune makes a great two-player game. Even when you play alone, the computer controls the other player. You can play as one of six hard-as-nails mercenaries with special weapons, skills and personality traits. The way you pair up characters—both in one-player with CPU games and in two-player games—will have a major effect on how well you do in game play.

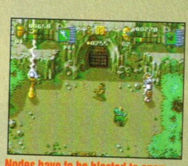
For all its run 'n gun simplicity, *Soldiers of Fortune* is a challenging game. Any play strategy you develop is going to involve patience. Move carefully, zapping all the enemies before moving on. Pick up all the power-ups and money. Picking up keys will open and close areas. And remember that picking up items often causes more enemies to appear.

The four Worlds and their sub-Worlds are complex, with small warp zones and action taking place on multi-height levels. Often, success means finding the right keys to open stairs to higher or lower floors.

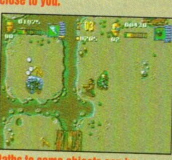

Grab the Molotov at the beginning of the game and it will throw a ring of flames in the direction you are facing. Be careful, because the flames will not make you invincible to enemy attacks.

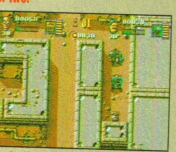

Take the silver keys to open a passageway on the right.


Monster Generators can be a major source of trouble. Either try them right away, or stand by and shoot every monster that comes out for maximum coinage. Then blast it.


Nodes have to be blasted to open Gates. Keep an eye on the Node counter at the top center of the screen to see how many you have to go.

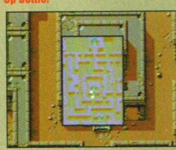

Frogs can take you out with just a few hits. They are easy to zap from far away, but tend to leap when close to you.


Paths to some objects can be revealed only by toasting an enemy or two.


Find a Telephone to teleport you to another area or to bring your computer partner back to you. You'll find this one in World 2, Level 1. It won't take you anywhere, but it will reveal something you can use.



Touch an Aerial Burst to send a 360-degree ring of fire one floor above you. Then get the silver key and find the ladder that will take you up to the Continue token and the Power-Up bottle.


Find a map to get an overview of the level. Each is a fairly complicated maze.


Fortresque Mansion is full of Chaos Beetles. They move quickly but are easy to blast. Destroy their hives to give you momentary peace of mind.


Find this warp field in the mansion and you'll wind up in some dangerous...and rich...places.



Who are you going to be? Each character has something important to offer. Remember, in one- and two-player games, you battle as a team.

HOT HINTS

- The single biggest mistake you can make in playing "Soldiers of Fortune" is rushing. Move too fast and the bad guys always seem to get you.
- The Mercenary and the Thug are the most difficult one-player CPU combination to use to beat the game.
- The Scientist and the Navvie are a good choice for a one-player CPU game. Play as the Navvie and you can also use the Scientist's Special Weapons. If might is more your style, play as the Navvie and choose the Thug as your companion.
- Don't pick up Food unless you need it. If you have to, go back and pick it up before you leave a level, so you start the next level with a full strength meter.
- Select "Complete Training" as your first option in the shopping section. Then power up your Main and Special Weapons.
- Take the time to wipe out all the enemies in a level. You'll get more money that way.
- Some levels have more than one exit. Taking the first one will not always lead you to the richest path.
- Shoot everything. The only thing you can harm are enemies.
- Warp doors will take you to areas full of gold and power-ups.
- Special Weapons that are thrown can reach higher and lower places to make life a little safer.

Disney's Aladdin

OVERVIEW

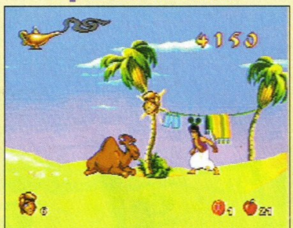
Hands down, *Disney's Aladdin* is the hottest Disney movie to illuminate the silver screen since Uncle Walt first brought animated characters to life. If you haven't seen the award-winning movie, it's time to come out of your cave. And if you haven't played the spectacular-looking, cutting-edge Genesis game from Sega, Disney Software and Virgin Games, it's time to embark on a magic carpet ride with a cast of characters you'll never forget.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

We brought you initial coverage of *Disney's Aladdin* video game in the October/November *Sega Visions*. We'll now grant you three more wishes: more hints and tips (including some special bonuses you'll only discover if you're very clever), coverage of later levels and a look at the two bonus rounds you can play at the end of each level if you find the Bonus Tokens.

Disney's Aladdin on Genesis features Aladdin, Princess Jasmine, the Genie, Abu, Jafar, Iago and the Magic Carpet — and includes many new comedic antics to keep your funny bone primed as well as your thumbs. The game play follows closely the movie storyline: Aladdin has to find the Genie's Lamp in the Cave of Wonders, then rescue Princess Jasmine from the evil Jafar. If you're a street rat who wants to marry a princess, it's all in a day's work — or play.

Special Bonus

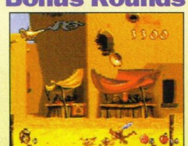


Position Aladdin so he's wearing this famous pair of ears and you get a special surprise as the newest Mouseketeer. Look for ears all over the Sultan's Dungeon level, too.

Abu and Genie Bonus Rounds



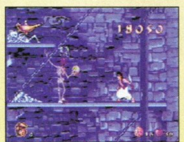
Collect the blue Genie Bonus Tokens in each level and you win a spin at the Genie Bonus Machine. You can win extra lives, Apples and Gems...or you could land on Jafar and a big "Lose!" that will forfeit the rest of your hard-earned Tokens.



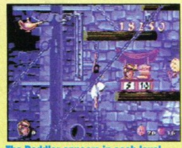
You must find the gold Abu Bonus Token to play this bonus round. Keep Abu's sword swinging while he scampers to collect extra Gems. As soon as a pot hits him, the bonus round ends.

Sultan's Dungeon

You have Jafar to thank for your present predicament, the latest occupant of the Sultan's Dungeon. This tricky maze-like level is filled with bats, skeletons and guards who'd like nothing more than to make you a permanent resident.



This skeleton has lost his head...and the rest of his bones will soon follow. That's a bomb he's wearing where his head used to be. When it blows, his bones will scatter.



The Peddler appears in each level, usually in a hard-to-reach area. Don't bother to make him set up his Stall unless you have at least five Gems to buy a Life (or 10 Gems for a Continue). Climb to the top of the chain to find him in the Dungeon.



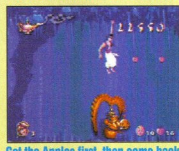
The Sultan's Dungeon is a maze that will take you from ground level to the top of the Dungeon, then back down and up again before you find your way out. You'll find a cache of Gems as you're climbing up the second time.

Cave of Wonders

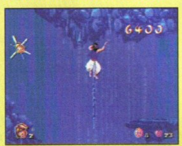
The Genie's Lamp is what you really want...you and Jafar both. It's hidden deep in the Cave of Wonders, and only Aladdin, the "diamond in the rough" foretold by the spirit that guards the Cave, can gain entrance. Entering the beautiful, dangerous Cave of Wonders is easy...finding the Genie's Lamp is another thing entirely.



Climb hand-over-hand in the Cave of Wonders to clear the deadly spikes.



Get the Apples first, then come back and drop down to where the idol is holding the Gem. Hit the idol and it will build a small platform for you to cross the body of water just ahead. Watch for more idols in this level.



Avoid the falling rocks, then leap back to the vine after you've grabbed the Abu Bonus Token.

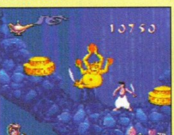


Don't try to jump for the heart now; the rock jutting down will block you and send you plummeting to the spikes below. Instead, take a big running jump. Swing your scimitar as soon as you land; ghosts are waiting for you. Then ride the fountain up to where the rope is and jump to the left to grab the heart and apples.





Climb the vine to find the idol. Jump and strike it with your scimitar. After you land, climb the vines again to the top ledge to the right. Buy more lives at the Peddler's Stall, then jump back on the vine and climb down to the second ledge and jump right. The idol has magically opened the pathway to the two hearts...and the level boss.



The boss is armed with a sword and shoots flames. He travels between the two stations, so position yourself at the station on the right and keep swinging your sword. As soon as he materializes, you will score hits and he will quickly move away without damaging you. From here, his fire can't reach you either.



After you've defeated the boss, you'll meet up with an old friend, ready to whisk you away...but you're not outta trouble yet, street rat!

The Escape

You've got the Genie's Lamp — but you've also found big-time trouble. The ever-curious Abu has touched the Forbidden Treasure and angered the god who guards the Cave of Wonders. Take a moment to gather your wits about you before you jump into this rumbling, fast-paced level. The dangers come in all forms and from every direction.



Run as soon as you enter any of the tunnels. Jump as soon as you reach the end.



Don't sweat it if you blast past the Gem and Apples when the boulder is bearing down on you. You can always go back and retrieve them after the boulder falls away.



Stand at the far right of the lower ledge, then quickly Jump to make Aladdin hang onto the upper ledge.



Falling boulders can't reach you if you hang out just under the mouth of the tunnel. This is a good place to catch your breath and decide your next move.

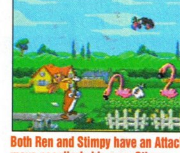
HOT HINTS

- ✔ Break open every pot you see. They often contain Gems.
- ✔ Hit the Black Lamps to wipe out all on-screen enemies.
- ✔ Don't engage in sword battles when you can pelt an enemy with Apples. You'll take less hits by fighting from a distance.
- ✔ It takes 10 Apples to clear the last guard in the Agrabah Rooftops level. Don't even jump into the tower without enough ammo; you can't get out once you're in. If you don't have enough Apples, head down to the bottom of the boss area.
- ✔ Always touch the blue Genie vases before you battle the Guards or other enemies. That way if you lose a life, you'll restart at this place in the level.
- ✔ In The Desert level, thoroughly search inside all the rocks for bonus items.

Adventure On!

You're not out of the woods yet, street rat! Your adventure is only half through. You'll have to battle through five more dangerous, action-packed levels — where you might get some help from old friends like the Genie and the Magic Carpet — to rescue Princess Jasmine and and keep Agrabah safe from Jafar. Keep your scimitar slashing and don't waste any wishes!

You have to find the five missing parts to Stimpy's Mutate-O-Matic, which blew up. The parts are scattered all over Ren and Stimpy's 'hood, where domestic dangers lurk in the form of runaway lawnmowers, egg-dropping birds, overzealous firemen and stressed-out commuters. *Stimpy's Invention* is like playing the popular Nickelodeon cartoon series. You get flying hairballs, jars of spit, body scratching, Ren exclaiming "You stoopid eediot!" and Stimpy's Happy! Happy! Joy! Joy! dance. With a password feature and three difficulty levels, all levels of gamers can join the Ren and Stimpy riotfest.

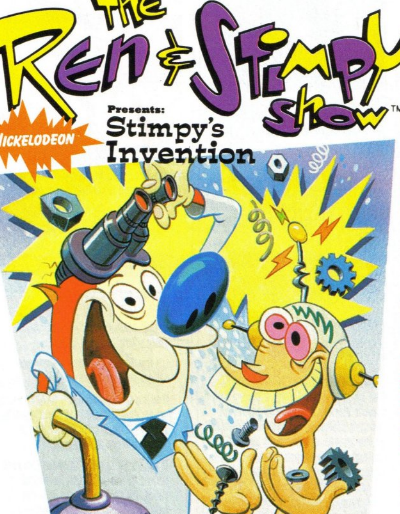

Both Ren and Stimpy have an Attack move peculiarly his own. Stimpy tosses Ren like a boomarang when you press Button B.


Stressed-out commuters make a pleasant bicycle ride really... unpleasant. Stay well back of the red car so you don't bump it, but just ahead of the truck. When the red car is fully on-screen, jump over it. There are more cars ahead before you hit a bumpy side street. Button A gives you pedal power. Button C lets you jump.

The Ren & Stimpy Show™

NICKELODEON

Presents: Stimpy's Invention

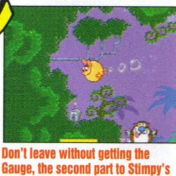


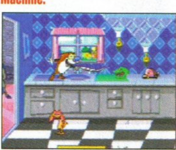
Ren's Special jump (Button A) gives the terrible twosome the extra oomph to reach the hippo's head. Wait until his mouth is closed or you'll become a between-meal snack.

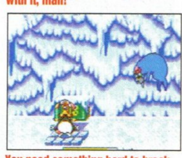
Climb up the perches in the monkey's cage, then leap from perch to perch. The key is to stay up high to avoid the monkeys tossing banana peels below. When you do have to come down to reach the hole in the wall to exit, be prepared to let the hairballs fly!

HOT HINTS

- ✓ Ren and Stimpy each have special moves and attacks, many of them using button combinations. Learn 'em when you first start the game to get out of sticky situations later.
- ✓ Zoo animals do not like domesticated animals...even semi-domesticated animals like Ren and Stimpy.
- ✓ If you're playing as Ren, lead him into new levels, then jump back to let Stimpy take the hits and do the exploration. He may cry, but you'll both live longer.
- ✓ After you get pumped up, you are vulnerable to being bounced around like a pinball. Keep a safe distance from your inflated chum.


Don't leave without getting the Gauge, the second part to Stimpy's Machine.


If Stimpy becomes separated from Ren, Stimpy can fend off enemies with a wicked towel snap. Leave Ren for too long, though, and he scratches and complains, "Stimpy! Get on with it, man!"


You need something hard to break the ice build-up in the Freezer. Stimpy's head should do! Press D-Button Down and Button A to put the Stimpy jackhammer to work. Break through three levels this way, avoiding the big blue tub o' lard, then find the Beaver Power to run your Machine.



OVERVIEW

Stimpy's got an invention that will rid the world of garbage...by putting it back on your dinner plate. *Stimpy's Invention* by Sega on the Genesis is a Ren and Stimpy riot. Good slapstick fun in either one- or two-player mode 'cause the comedic duo travel together either way. The button combos are arranged so the two interact constantly in one-player mode. If you play as Ren, you can use Stimpy as a bowling ball...and even hear the pins fall. Choose Stimpy and take aim with a croquet mallet with Ren as the ball.



Teenage Mutant Ninja Turtles Tournament Fighters

OVERVIEW

Street fightin' just got a lot meaner — and greener — with *Teenage Mutant Ninja Turtles: Tournament Fighters*, Konami's new Genesis fighting game for one or two players. These are not the wisecracking, pizza-powered heroes in a half shell you know. In *Tournament Fighters*, the Turtles return to their comic-book roots...complete with boss-level combat with Karai, Shredder's comic-book successor. The Turtles' wisecracks are still intact, but the fearsome foursome have grown into a new video-game attitude. Tougher. Meaner. Good fightin' stuff.



Tournament Fighters warps the Turtles to Dimension X, domain of the evil Emperor Krang. Krang has kidnapped Splinter to draw the Turtles into the ultimate battle of mutant versus mutant. Evil, powerful clones of the Turtles and April O'Neill, Casey Jones, Ray Fillet and Ninja Beetle are waiting to battle you on eight different planets. You can choose to play as any of the eight characters in One-Player, Two-Player, Practice or Tournament modes. One-Player and Two-Player modes are the main fighting modes. Tournament mode offers an almost unheard of challenge by giving you one life bar with which to fight 88 head-to-head matches. We told you it was tough.

Each Turtle has at least three Special Attack Moves as well as his trusty weapon. These range from Leonardo's blistering Rolling Cutter 2, Michaelangelo's Mikey Hurricane, Donatello's Vacuum Wave, to Raphael's Drill Attack 2.



Leo throws a shell-shattering Ground Swell at Clone Mike on the Mirage Planet. Press Down, Away Diagonal Down, then Away and A or B to rattle this evil reptilian clone to the core.



Cut through Casey's defenses with Leo's Rolling Cutter 2. While you're in mid-air, press Down, Toward Diagonal Down, then Toward and Button A or B.



Like a heat-seeking missile, Raphael's Drill Attack 2 always finds its target. To do this cool move, jump, then while in mid-air, hit Down, Away Diagonal Down, Away and button A or B.



Donatello's Dona Summer move meets enemies in mid-air. Hold Down, then Up and Button A or B.



Greet your opponent with Donatello's Vacuum Wave. Hold Away, then Toward and Button A or B.



After every Attack Move you deliver, Guard against Ray's Sonic Wave. He sends a series of Waves until you move in to send a message of your own.



Michaelangelo whips up a storm with the Mikey Hurricane. Press Away, Away Diagonal Down, Down, Toward Diagonal Down, then Toward and Button A or B.



Raphael's Sai Slash electrifies the Jungle Planet. Press Down, Toward Diagonal Down, Toward and Button A or B.

HOT HINTS

- ✓ Use the Special Attack Moves frequently. Back-to-back Attack Moves are especially punishing.
- ✓ Your computer opponent shows no mercy. Adjust the difficulty level in the Options screen so you stand a chance.
- ✓ Set your fighter's speed to 8 for ultimate quickness. But keep the strength between 4-6, unless your opponent is really slow with his Attack Moves. The speed of your Attack Moves slows down as your strength increases.
- ✓ When your life bar flashes, you're a goner...almost. Each Turtle has an Ultra-Desperation Attack Move. Do the Move when your life bar is flashing to recover and fight some more.
- ✓ Back off when Clone Casey sets his dynamite to blast. You can't use it to your advantage.



OVERVIEW

Strap on your space-age six-gun and get ready to throw down the meanest horde of villains ever to hold a planet hostage. *Gunstar Heroes* from Sega is rapid-fire, nonstop, mash 'em, blast 'em action. Built around four initial levels that you can play in any order, *Gunstar Heroes* is a one- or two-player, fast-paced title perfect for hard-core run 'n gun gamers. You play as a Defender of the planet Gunstar 9. Your mission is to recapture four mystical gems to stop the Destructor Golden Silver from plunging the planet into a reign of terror.





The Ultra Flame-thrower is the best all-around weapon choice early in the game. Hang and you can fire 360 degrees, a good way to rapidly clear enemies.



You can throw enemies by touching them and pressing Button B. Thrown enemies will take out a number of their friends. This is a good close-combat tactic.



The level one big boss can be beaten by firing and dodging with any of the weapons. A more direct...and safer...move is to get the weapons for Chaser Lightning. Let the lightning lock onto the boss, hold the fire button and dodge their shots. This weapon combination is extremely useful against all the bosses.



At times, the safest place to be in the Underground is between walls. Pressing the Jump Button once will put you in the air. Press it twice to switch walls.

The Underground pits you against a series of shape-changing bosses. In the pistol configuration, this boss will point, hold and fire. Let it point, move before it fires and give it a blast.

This is the first of two bosses you encounter in the aerial stage. The key to survival is avoiding its bombs while you inflict damage.

Before you battle the boss in Black's Base, you must first survive the Dice Palace. Each roll places you either on a Fight or Item space. Land on the Way Back and you start at the beginning. But don't worry. The most you'll go through is twice.

HOT HINTS

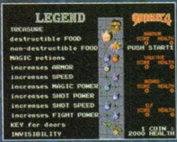
- Gunstar Heroes gives you four basic weapon choices. You can carry a maximum of two. One weapon alone will give you the effect of that weapon. Combine them and you'll get some pretty cool...and lethal...effects.

  Force + Lightning = Rapid-fire Lightning
  Force + Chaser = Chaser Force Beam
  Force + Fire = Exploding Fireball
  Force + Force = Double Fireball
  Fire + Chaser = Chaser Fireball
  Fire + Lightning = Lightning Saber
  Fire + Fire = Ultra Flame-thrower
  Chaser + Lightning = Chaser Lightning
  Chaser + Chaser = Star Chaser
  Lightning + Lightning = Mega Bolt

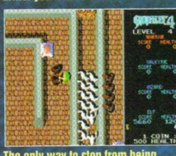
- Chaser Lightning is one of the most effective combinations to use in a one-player game.
- Though you can take the levels in any order, it is easiest to take them in the order presented.
- Once you've determined that there are no power-ups in an area, it is best to move on.
- Pressing Buttons B and C together will block some enemy attacks.
- In two-player games, a player who loses a life and returns takes half the vitality from the remaining player. This can leave both players very vulnerable to attack.



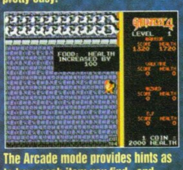
GAUNTLET IV



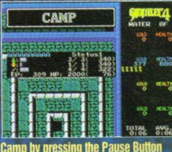
You can find many items in the course of play. Here is what some of them do. Weapons, wrist bands and armor you'll have to find elsewhere.



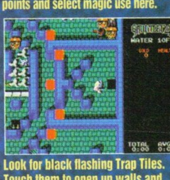
The only way to stop from being besieged by monsters is to destroy the monster generators. Once the source is gone, clean up is usually pretty easy.



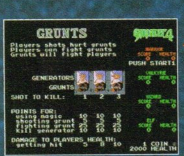
The Arcade mode provides hints as to how each item you find...and enemy you encounter...will affect your character.



Camp by pressing the Pause Button every couple of levels to keep track of your vital statistics. You can reassign points and select magic use here.



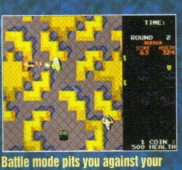
Look for black flashing Trap Tiles. Touch them to open up walls and other obstacles.



You can destroy or be destroyed by many enemies. Grunts are the most common. You get the most points when you fight enemies as opposed to shooting them or taking them out with magic.

HOT HINTS

- Potions are much more effective when picked up and used. Don't shoot them. For that matter, don't shoot anything you can pick up and use.
- Every hit takes away your energy. Snack often.
- Gauntlet passwords are long and awkward. Write them down carefully.
- Battle Mode is winner-take-all. Try to drive your opponents into the exits. If they take a fall, it's "See Ya!"
- Upgrade your weapons as soon as possible.
- The Warrior is the most powerful. Valkrie is the most well-armored. Wizard has the strongest magic and Elf is the fastest.
- Watch the demo mode for some very helpful hints on game play.
- Certain tiles will not let you shoot or use magic. Others are very slippery. Look to the upper part of the screen for indications as to what type of tile you stand on.



Battle mode pits you against your fellow players in a contest of who-is-best. Missed shots can bounce back and smack you. Don't be your own worst enemy.

OVERVIEW

If you've ever sat in an arcade stuffing quarters into a four-player *Gauntlet* upright with your buddies, you should take a close look at *Gauntlet IV* from Tengen. This spunky Genesis title contains four modes, including the original Arcade mode, four-player compatibility with Sega's Team Player, a choice of the four original *Gauntlet* characters—Warrior, Valkrie, Wizard and Elf—and enough non-stop action to keep everybody happy.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

All four game modes take place in the familiar *Gauntlet* overhead view. The action in each is similar...shoot the bad guys, decipher mazes, pick up treasure, magic potions and food, and purchase more weapons and magic to become bigger, stronger and badder.

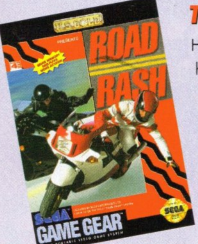
To beat *Gauntlet IV* you need patience. Not all mazes in the Four Towers are beaten in one run. Often you must go up or down a series of floors to reach every spot in a level's maze. Playing in the new Quest mode is particularly fun, since you build experience points in a role-play manner as you try to solve the mystery of the Four Towers.





Multi-player success calls for cooperation. You can't hurt each other with your shots early on in the cooperative modes. Let the weakest players get food first.

GIVE YOUR GEAR A

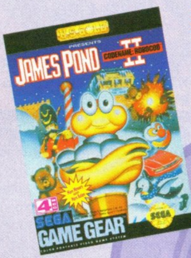


Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick-start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shove you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



Muscle your way past 14 rotten rivals, and keep an eye out for the cops.

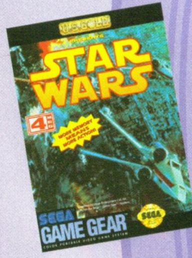


Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic penguins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon: a righteous Robosuit, with indestructible armor, unlimited upward stretching and simply super stomping ability. Don't take Maybe for an answer!



You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!



They've Got the Death Star, But You've Got the Force!

Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers. And through it all...may the Force be with you.

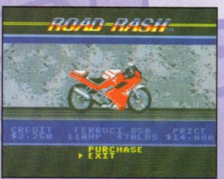


Choose Luke, Han or Leia, each with their own weapons and moves.

KICK IN THE REAR!



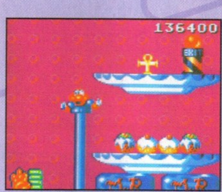
On 5 different road courses and 5 tough levels, it's no guts, no glory.



Take your pick of 8 heavenly hogs. It's a biker's dream come true!



Keep the needle at 140 per if you want a chance at the serious dinero.



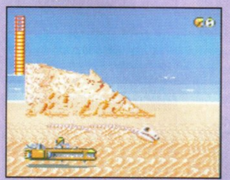
In 64 different areas, you've gotta find out what's naughty and nice.



Chowder the Doctor's soldiers on land, and in the water and air.



Rescue the toy factories from certain doom. Tell Maybe, "No way!"


Tear through the Tatooine desert in your customized landspeeder.



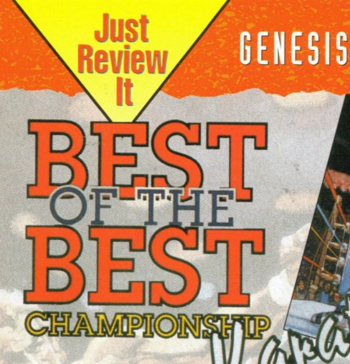
Mix it up with malevolent jawas, stormtroopers and sand people.


Thrill to super fast TIE fighter battles in first-person 3D graphics.









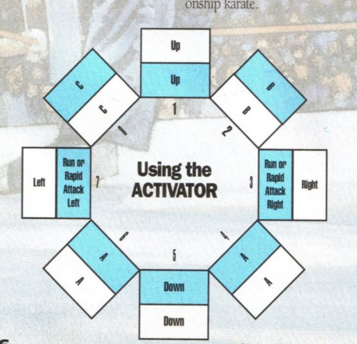
OVERVIEW

With lightning-fast fists and feet of fury...you're ready to prove you're the world's fiercest karate champion in *Best of the Best Championship Karate* from Electro Brain. *Best of the Best* is a one- or two-player action title with a wide range of player-configurable options. *Best of the Best* is breaking ground as one of the first titles for the Activator™ body controller, so you can use your arms and legs in punches and kicks to control your fighters.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You choose the name and look of your character, then send him through training to hone his technique and build up his strength. Before your fighter steps into the karate ring, you can customize his punches and kicks with 13 different moves from a menu of 55 for every match. You'll face 16 opponents in regular tournament rounds.

The game takes on new dimensions with the Activator. Standing in the center of the light ring, you control the actions of your character with your own body moves. Plus, you can use your imagination to come up with moves not possible on any other controller. Use the Activator to really feel what it is like to enter championship karate.



In a close match you'll get the edge from the judges if you are the fighter using the most varied moves. Change up your moves rather than repeating the same ones.



Stay out of corners! They restrict your moves. If you get pinned in the corner, you'll soon be counting the threads in the canvas.

In match play, Button B selects a Smart Hit. Smart Hits are multi-kick or punch combos. You start each match with three Smart Hits. Use them when your fighter is tiring.



The first stage of training is sparring. It will let you build up your resistance to attack. Early on, train three or four times before every match.

You can block as well as kick and punch. Use Blocking regularly by pushing D-Button Down and hitting no buttons. This can mean the difference between a winning match and eating the canvas.

HOT HINTS

- ✔ Best of the Best has a password save that allows you to keep your custom-trained fighter for later play...and another challenger.
- ✔ Train before entering into any competition. You'll go into the ring much stronger.
- ✔ Review your matches with the VCR mode to learn the best ways to combine punches and kicks into combinations.
- ✔ The Leg Sweep is a move that will work on just about every character.
- ✔ You'll reach the Kumate after every five or six tournament wins.

Test different hits to see which works best for your fighter. Choose early and often from the 55 available. You'll find the ones that fit your fighting style.

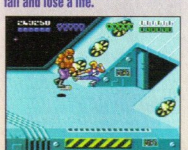
GENESIS

Just Review It

Battletoads Double Dragon



You can hang from the sides of objects (like this ship) by walking to the edge and pressing Down. Use your Jump Button (B) to get back up, your Action Buttons (A or C) to kick while hanging, and remember — take one hit while hanging, and you fall and lose a life.



Running kicks are the best offense against the Level 1 boss. Kick away at him, then run away and do it again.



Pound these guys straight into the floor like a nail. Multiple presses of the Action Button drive 'em home.



While swinging from a rope you can give the Ravens more than one kick. Each progressive kick awards you more points. Several kicks will get you an extra life.



When using a Walker's leg as a weapon, you can either hit the enemy multiple times or hit the Action Button four times quickly to toss the enemy into the air on the end of the leg, then bat 'em outta the park.



Fighting the Doormen and Windowmen with their own Dynamite is tricky. Pick it up and toss it back at them only if it is fairly close to their door/window and not flashing.



Avoid getting pressed by the Crusha by getting close enough for it to start its stamp and then running through on its upward stroke.



You can keep from being zapped by the Electro Barriers by shortening or lengthening your rope with the D-Button.

OVERVIEW

Combine characters from two of the most popular games of all time and you've got *Battletoads Double Dragon — The Ultimate Team* from Tradewest. Billy and Jimmy Lee team up with Zitz, Rash and Pimple against the dreaded Dark Queen and the shady Shadow Boss in this one- or two-player punch-and-kick cart. Travel through seven levels of outer and innerspace mayhem playing as either a 'Toad or Dragon. Most of the action takes place on foot, but certain areas demand expert driving skills — using the 'Toads' favorite Speeder Bike or the heavily armored Space Pod. Either way, this crew is *The Ultimate Team.*



With you and a friend playing both 'Toad and Dragon you can use the combined might of all their trademark moves. As with previous Battletoads and Double Dragon titles, these moves don't take any special finesse to learn. Just wail away at the Action Button (A or C) to perform moves like the Battletoads' Big Bad Boot, No Way Back Thwack and Kiss-My-Fist or the Dragons' Whizzin' Whirlwind, Nose-Crunching Knee and Twistin' Typhoon Kick. Along the way you find lots of Bonus Pods that contain extra points, 1-ups and even weapons. Bust up a Walker and grab his broken leg, then let loose on the baddies. Spend time swinging from a Turbo Rope or tossing Dynamite back at the Doormen and Windowmen.

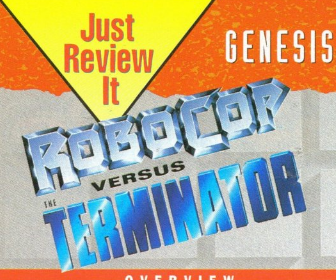
HOT HINTS

- Any enemy that has been knocked down can be finished with a Smash Hit by running up to it and pressing the Action Button.
- Use a Walker's leg as a weapon as often as you can. The reach is much greater.
- Score as many points as possible. The first 100,000 points give you an extra life and then you get another for every additional 200,000.
- Bust Bonus Pods to get extra lives, points and short-term invulnerability.
- One running kick is worth about three punches.



Just Review It

GENESIS



OVERVIEW

Are you ready for a strange twist on action games? Lock your control pad on auto and program for seek and destroy. Virgin Games brings two of the toughest mechanized man machines ever to wreak mayhem on the silver screen to your Genesis with *Robocop Vs. Terminator*. Wired full of more bad guys...in the present and future...than you thought could fill the nastiest sections of Detroit, *Robocop Vs. Terminator* slams you into action as the bullet-proof policeman of tomorrow to destroy the SkyNet CPU and its horde of defending T-1000 Terminators.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences





The ED-209 is one of the toughest bosses. To beat it, blast until you knock away the ED machine gun. Pick it up and attack the head, dodging guided rocket fire. Then finish off the legs, being careful not to get trampled. Try to keep the ED for the next Mission.



Climbing chains and carefully searching Mission Three will get you extra lives, recharges to your energy meter and special weapons.



The Mission Three robotic boss is best beaten with the guided rocket launcher. Stand at the top of the ladder and blast towards it. When it charges, jump over its head, across the pipe and grab the other ladder. Jump back and forth and blast away until it falls.

The story behind the game has inspired a collection of *Robocop Vs. Terminator* comic books published by Dark Horse Comics. Definitely cool stuff. The game *Robocop Vs. Terminator* was designed for those of you who like to explore...while everything around is trying to grind you into a pile of sizzling circuits. Every round has hidden areas that contain extra lives, energy meter recharges and other special weapons and power-ups. The harder you look, the more stuff you will find. But even at the "Easy" setting, it is a challenging game. Though the enemies attack in patterns, you'll get farther faster by blasting everything you can and by moving forward cautiously.



HOT HINTS

- Since the game is not timed, you are free to explore. Try to shoot everything. You can only destroy enemies or objects that contain power-ups.
- Collect as many extra lives as you can before you reach the ED-209.
- If you're using a weapon you like and are low on your energy meter, switch to your other weapon. You always lose the weapon you are using when you lose a life. A second way to keep a good weapon is to have two of the same kind. Lose the first and you still have the second.
- The Flame Thrower, although not the strongest weapon, will block some enemy shots. It is the best weapon choice against the Boss Tank at the end of the Toxic Plant.
- Guided Rockets are the most effective weapon against the majority of enemies. In really tough areas, toggle the D-Button Left and Right rapidly to build up a little swarm of Rockets on-screen. Then move in the direction you want. The cloud of Rockets will attack...and crush...even multiple enemies. This is a major destruction move.



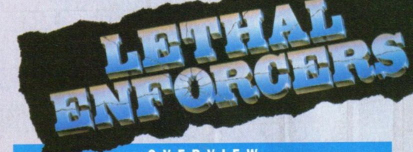
You'll need plenty of extra lives to make it through the game. Take a long jump off a short ladder and search the rooftops in Mission One for this special item.



Go against the arrows in Mission Two and you might find the secret OCP Offices. This is a good place to find a few extra lives, over and over again.

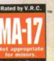


The ED is your best initial Terminator destroyer. Though all your past-history weapons will do the job, this one has higher firepower.



OVERVIEW

There are laws in this city, and you're about to deliver the message to the garbage ruining the streets. Grab a handful of Justice with *Lethal Enforcers* from Konami. A direct port of the hot arcade game, the Genesis version of *Lethal Enforcers* follows closely on the heels of the popular Sega CD version. A one- or two-player title, you can play *Lethal Enforcers* with a three-button or down-moded six-button control pad, or the Konami Justifier, a copy of the arcade pistol-shaped controller designed specifically for home use. The game will be offered with a Justifier. You can play two-player games using a Justifier and a control pad, or purchase a second Justifier designed specifically for two-player games.

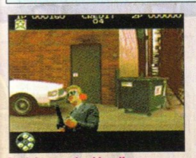


Lethal Enforcers has a simple objective. Get them before they get you. Each of the five rounds puts you (and a friend in two-player mode) up against hoodlums wielding guns, bombs and knives. Clear a round with a high enough hit ratio and you rise in rank. Do well in the practice rounds and you also rise in rank. Take a hit and you lose a life. The action is non-stop and perfect for gamers who think happiness is a day at the FBI training range.

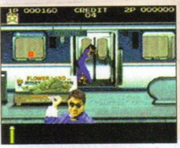




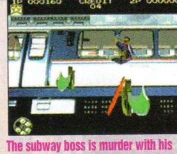
Target practice helps you improve your aim and moves you up in rank.



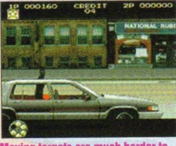
Don't be surprised by alleyway shooters that pop up in the foreground. Let 'em have it and keep your eyes on the dumpster. There's trouble behind it.



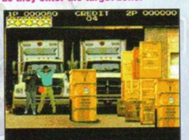
Caught between a rock and a hard place. The bad guy is in the front, with two innocents in the background. If you have to miss...miss to the right.



The subway boss is murder with his swords. You've just taken a cut. Blast the blades, then go for the boss.



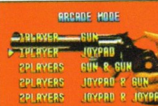
Moving targets are much harder to hit. Lead them just a little and blast as they enter the target zone.



When you encounter this hostage situation, shoot the guy on the left. Just don't peg the hostage as he exits the screen to the right!



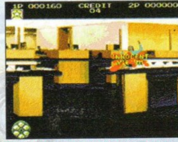
The helicopter boss likes big guns. He carries a rocket launcher. You'll have to take out the helicopter to bring him down. But blow his rockets out of the sky first. Each blast he connects will take away one of your lives.



Game options allow you to select any combination of Justifier and control pad for one or two players, as well as difficulty and aimpoint. Lethal Enforcers is user-friendly.

HOT HINTS

- ✓ Remember to reload. Point the Justifier off-screen and pull the trigger, or press Button C on your control pad. Get caught without bullets and you'll take a hit.
- ✓ Though speed is important in the target practice rounds, so is your shot-to-hit ratio. It is better to shoot slower and not miss so much, than to blast away and hit nothing.
- ✓ The Magnum is a much more effective weapon than the standard six-shooter. The shotgun is even better. You can hang on to either, once you have them, as long as you don't get hit.
- ✓ Shoot whatever weapons the boss throws or fires before you attack the boss directly.



Hitting an innocent victim costs you lives and points. Look before you shoot. The bad guy is in the background.

Just Review It

GENESIS

THE LOST VIKINGS



OVERVIEW

Vikings lost in space? In time? Searching for a way back to their Nordic way o' life? They must be *The Lost Vikings*, Interplay's first title for the Genesis. Based on a popular PC title, *The Lost Vikings* is a puzzle/adventure where you must get three comical Vikings from a spaceship back to their native land. Each of the Vikings has a special skill. Erik the Swift can run and jump. Baleog the Fierce has a sword, bow and arrow. And Olaf the Stout can block just about anything with his shield.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Though each can accomplish certain objectives on his own, it takes their combined efforts to make it through each level. The game is interspersed with dialogue between the three characters and others they meet in the game. Hazards and contact with enemies can reduce their life meters or send them to Valhalla (Viking Heaven) before their time. Power-up items like Apples and Meatbones help restore life meters. Other power-ups include Colored Keys for colored doors, Magnetic Boots, Bombs that blow up specific objects and all the enemies on screen.

The Lost Vikings is three- and six-button compatible. Game control depends on which controller you are using. But the game also will give you hints on how to make everything work.

HOT HINTS

- ✓ The Lost Vikings gives you passwords after each level. Write them down so you don't have to replay levels each time.
- ✓ You must get all three Vikings to an exit before you can leave a level.
- ✓ Use Erik the Swift to run in and grab objects by automatic lasers. He is fast enough to take the item and jump back or up to avoid being fried.
- ✓ Advance with Olaf first, so his shield can block you all from harm.
- ✓ Items can be traded between players, or dropped entirely.
- ✓ Vikings can only teleport one at a time.
- ✓ Magnetic Boots can help you get through spaceship wind tunnels.



Though you must move all three Vikings through each level, you can only move them one at a time. Keep Olaf the Stout in the front, followed by Baleog the Fierce with his bow and sword. Erik the Swift is fast, but can't take much punishment.



Find a way you can't get past? Erik the Swift is also hard-headed. Press Button A as he is running toward an object and he'll lower his helmet for a Butt.



Bubbles are strong enough to carry even the stoutest Viking to higher places.



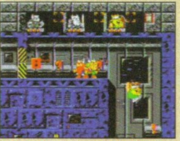
Erik the Swift can leap bridges and other obstacles.



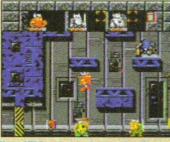
Find this alien in Level Two to get a hint about the ship's computer.



"?" throughout the game mark places where you can get an important play hint. Press Button C in front of the "?" to get the hint. You'll get different hints for three-button and six-button controllers.



Olaf the Stout can use his shield as a parachute. Press Button B.



Your Vikings can give each other a hand. Olaf can hold his shield over his head, giving Erik a platform from which to jump higher.



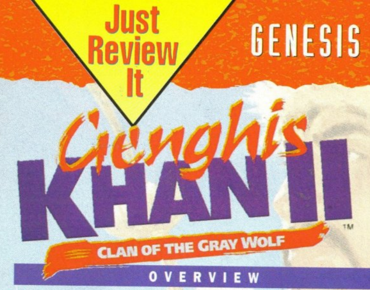
Baleog the Fierce can operate switches and levers with an arrow. This works very well in areas where Erik cannot get in a good jump.



Find this surly fellow in the top left branch of Level Three, Prehistoria, and he'll tell you how to exit the level.



SEGA™ PLAYERS...WELCOME TO THE FAMILY!
The Addams Family®
EVERY STEP YOU TAKE COULD BE YOUR LAST!
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AVOID THE DEADLY WEB OF TROUBLE
EXPLORE THE WEIRD WORLD OUTSIDE THE ADDAMS MANSION
IT'S THE FEZI-COPTER FLYING GOMEZ TO THE RESCUE!
Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!
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GENESIS
GAME GEAR
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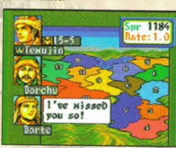


OVERVIEW

Sharpen your sword, jump on your pony and prepare to conquer the world. *Genghis Khan II: Clan of the Gray Wolf* puts you in the 13th century world, leather boots and fur hat of the meanest Mongol ever to cross the Manchu Steppes, Temujin, A.K.A. Genghis Khan.

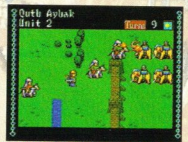
NOT YET RATED

Have you ever wanted to change history? Koei is giving you the chance. One of the leading creators of role play and strategy games, Koei is out with two titles sure to appeal to those who want to remake the world in their own image. *Genghis Khan II: Clan of the Gray Wolf* and *Romance of the Three Kingdoms III: Dragons of Destiny* put you into two of the most important times in world history—the Mongolian Invasion and the three kingdoms period of Chinese history—to play as the most important historical figures of that time.



Spending time with your loved ones is necessary to maintain family harmony and to keep you supplied with Princes for heirs.

It takes a special gamer to appreciate historical strategy and role-playing games. Unlike your standard shooters and action games, historical simulations are a lot like chess. You make a big plan, organize everything carefully...and deal with the consequences. The big difference is that the plans you



Combat units range from foot soldiers and archers to horse and elephant troops.

make can take decades of game time (over 100 hours of real play) to come to fruition. In some cases—like Genghis Khan II—you can even continue after you die, as long as you have heirs of a certain age to be your successor!

You don't need fast hands or lightning reflexes for these games. You need a sharp mind, a lot of



Train your troops before you send them into combat.

patience and a desire to make big things happen. What makes these games so special is their realism. Designed around the rules that make civilizations rise and fall, the results of your actions are models of what very well could have happened in that time and place. Think Genghis Khan messed up in his conquest of the world? Here's your chance to show him a trick or two.

Genghis Khan II: Clan of the Gray Wolf

Starting as the leader of a tribe or nation, you must guard your people's well-being, defend them against your opponents and increase your wealth and power base to take over the known world. Not bad for a day's work, eh? Actually, it is the work of a lifetime.

You can play the game in four modes based on actual historical events: Mongol Conquest 1184 A.D., Genghis Khan 1206 A.D., Yuan Dynasty 1271 A.D. and World Conquest. The last can only be played if Mongol Conquest is successfully completed before 1214 A.D.



Seasonal changes are displayed as the game advances in years. Stay strong through a bad winter and you'll be in a good position for conquest the following year.

Each move encompasses a quarter of a year and involves dividing wealth, assigning duties to generals, governors and vassals, ordering production and war...in short, the duties of a ruler. When you have built up your armies and supplies, the next step is to invade the neighboring countries and win them over, naming them vassal states. Add their armies and resources to your own and repeat the process, hopefully, adding to your domain with every passing year.



Game Flow

In each mode, the path to success follows these basic lines:

Game Start

↓

State Rule
- Manage Domestic Affairs
- Increase Military Strength
- Recruit Talented Generals
- Strengthen Relations
- Groom Successors
- Trade with Merchants



↔

Invade Rival Nations



Battle Command

Combat Command

↓

Unite Your Countries

Romance III of The Three Kingdoms

Dragon of Destiny™

OVERVIEW

Romance of the Three Kingdoms III: Dragon of Destiny **is the latest Koei title to bring you into the three kingdoms period of Chinese history. It's especially noteworthy because it won the Sega Third Party Seal of Quality Award a year ago for the best Adventure Role-Play Genesis title.**

NOT YET RATED

Using the three major warlords and their families, mayors and generals from the second century A.D., the ultimate game object is the win the Dragon Throne and become Emperor of China. Up to eight can play the game either in Historical Mode, which follows history as it actually happened, or in Fictional Mode, which allows you to create your own rulers and subordinates. In Fictional Mode, the game will develop differently each time you play. As with all advanced role play and historical simulations, there is a Save mechanism so you can keep your place in the current game.



Orders for your vassal cities are given through your generals.

To win the Dragon Throne, you must occupy all 46 cities in China. The rulers and their territories are initially divided into different mixes, depending on which of the six scenarios you choose to play.



You can play as one of many generals. Each of them and the cities they control have strengths and weaknesses.

The game play follows the same basic flow as *Genghis Khan II: Clan of the Gray Wolf.* Develop your cities, make them strong and conquer other cities, make them strong and continue. Achieving these objectives pits you against enemies and their spies, adverse weather, political treachery and just plain luck to name a few. Players can make decisions themselves or delegate responsibilities. Waring on a city calls for very strategic thinking and planning. Often, war can be avoided by some smooth negotiating and politicking...hallmarks of a good ruler.



Subscreens show your generals and their vital statistics. Use your most valued and loyal generals for important missions. Keep an eye on loyalty, for it can change.





Diplomacy is carried out in the halls of Warlords and Rulers. Friendly dialogues can just as easily turn into declarations of war.

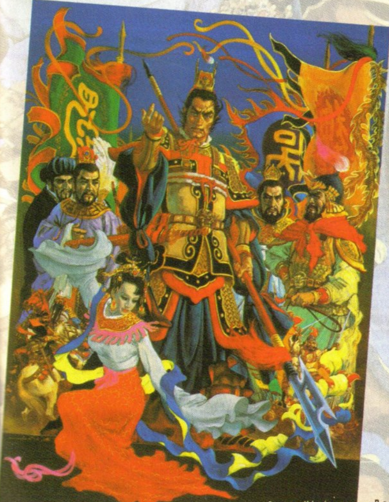


Brief intermission screens clue you as to what historical event is about to occur next. In this case, war!



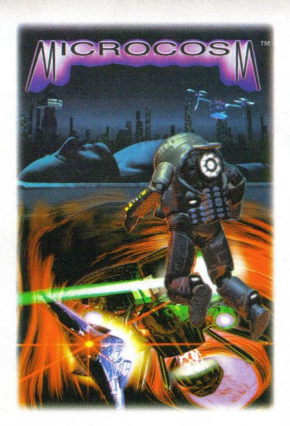


Combat planning and strategy are more important than sheer might. Send spies into your enemy's cities to learn before you make an attack.



Psygnosis CD. You don't Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.







YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.



If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

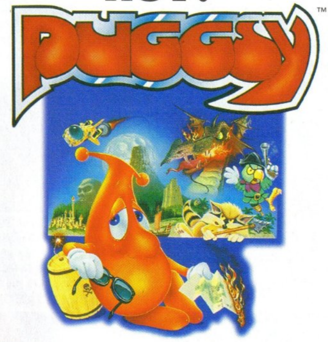






have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

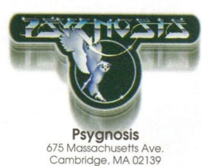




Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II.



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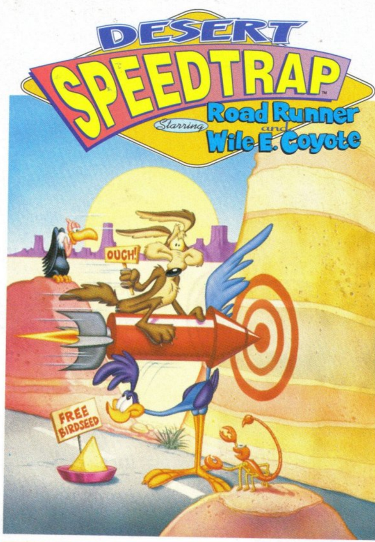
SEGA CD
GENESIS™

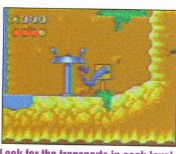


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HOT HINTS

- ✔ Some plants in the desert are carnivorous. You can't hurt them, so avoid them.
- ✔ Dishes filled with bird seed will replenish or fully restore your health. Some also mark restart points. Just beware that some of the dishes may be booby-trapped.
- ✔ Jump on your enemies. Some will turn into power-ups which will restore your health, add time to your clock, give you invincibility or boost you into turbo.
- ✔ Jump at the end of cliffs. If you don't, you'll stop dead in your tracks, then drop like a brick...and usually land on an enemy, ready and waiting for you.
- ✔ Each Star you grab adds one second to your time clock. Look for 'em in bunches to make it worthwhile.




Look for the transports in each level. This one is on the lower level, to the right. Stand directly under it and you'll be whisked into a bonus room filled with Stars. The more Stars you collect, the more time you'll add to your remaining time.


In level 1, when you drop off the sheer cliff with the trail of Stars leading down, you'll end up here, next to a dish of bird seed. Ignore it! It's booby-trapped and will take away some of your health.


Use the giant Springs to fly sky-high! Take this one as far up as you can to find another transport...and more bonus Stars!


Wile E. Coyote just heard the dinner bell...and you're on the menu. You can't hurt him, so jump over him or duck down as he flies by. Keep climbing higher to find the exit in the middle of the far right section.

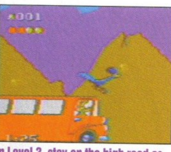
OVERVIEW

With a familiar "Beep! Beep!", a puff of dust in his wake and a scowling coyote in hot pursuit, Road Runner zips across your Game Gear in *Desert Speedtrap starring Road Runner and Wile E. Coyote*. Road Runner brings his trademark speed and wide-eyed spunkiness to this one-player title from Sega. He also brings his ever-hungry, ever-scheming enemy, Wile E. Coyote, for 12 levels of action/adventure and comic antics reminiscent of the cartoon series.

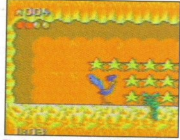


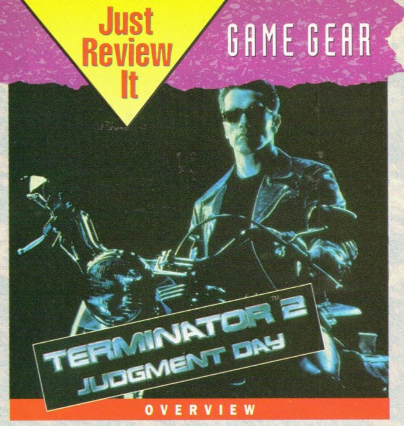
In a word, *Desert Speedtrap* is fast. Fast-moving, frantic fun. You speed through as Road Runner in timed levels. Outpace enemies like vultures and scorpions...and Wile E., who shows up at the end of each level, riding a rocket or some other wacky device, trying his best to have Road Runner for dinner.


From here in Level 2, the Exit is up and to the right. The secret to success is short jumps. Long jumps will cause you to overjump the narrow ledge you need to land on and you'll fall down to the lower level. Listen for Wile E. zooming by; duck whenever you hear him.


In Level 3, stay on the high road as long as you can. If you drop down to the low road, beware of Wile E. in the bus. Jump on the bus' roof when it comes by and you can spring back up to the high plateaus.

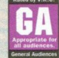

Look for Switches you can trip that make helpful things happen. This one is on the lower level in Level 5. After you peck at it, walk to the tree to the right. A platform will carry you to the top.


The bonus rooms in later levels of the game also have enemies in them.

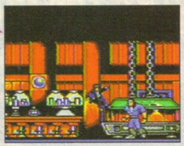


OVERVIEW

Are you a Terminator fan? Flying Edge and Arena have two Terminator titles currently out for the Game Gear. The most recent Flying Edge release is *Terminator 2: Judgment Day.* Based on the storyline of the blockbuster movie, you play



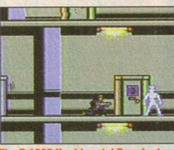
this one-player cart as a Terminator sent back in time to protect John and Sarah Connor from the liquid metal T-1000 Terminator, destroy Cyberdyne Systems and eliminate the T-1000.



This big bar boss has a mean kick. Beat him in by running up and hitting him, then retreating to the left before he has time to hit or kick you.



Search each room of the Pescadero Hospital for three things. Of course, you need to find Sarah Connor, your reason for being here. Rooms also contain power recharges, ammunition for your weapon and Cards for each floor's elevator.



The T-1000 liquid metal Terminator first appears in level two. You have to blast away to keep him down long enough to move to another area. Once you find him, he'll dog your trail.



When you don't have a weapon, you can punch both standing and kneeling. The object of the first level is to beat the boss and obtain a weapon.



Find the T2 icon and shoot it to get a Shield. You'll be temporarily impervious to enemy fire.



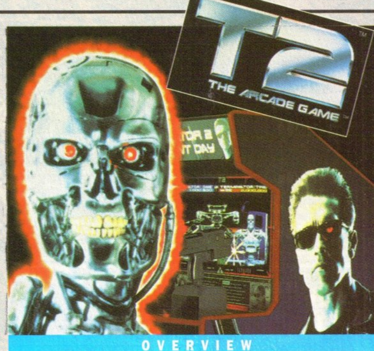
The level one boss is this monstrous HK. Its weak points are the arms, head, mid-area and torso. Its strong point? Missiles. Lots of missiles.



In the level two human shelter, shoot crates to find power-ups. Missiles are your best bet against death orbs here.



Level two is a wild truck ride. You must protect John Connor from flying HKs and running terminators. Use missiles against flying enemies.



OVERVIEW

T2: The Arcade Game by Arena is the Game Gear follow-up to the successful arcade and Genesis titles. But where the Genesis version was controlled by the Menacer™, you play *T2: The Arcade Game* with your Game Gear button. A one-player title, you play as a T-800 Terminator. Your mission is to make it to the human shelter and protect John Connor so he can send you back into the past to protect his younger self.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

FANG-TASTIC JOURNEY

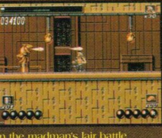
With a mad howl, the transformtion is complete—and the journey begins.

From the fire you emerge, half man, half monster . . . a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!



Pray for your life in the Ancient Temple and splatter mutating larvae and man-sized cockroaches.



In the madman's lair battle body-snatchers and fire-spewing gargoyles before facing the psychopath himself.



Weed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.



Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.







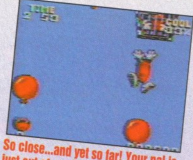
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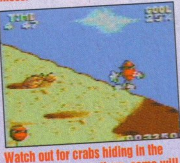
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Cool SPOT™


In the Shell Shock level, check out the area under every overhang for red dots. Red dots add to your total coolness.


So close...and yet so far! Your pal is just out of reach. Jump to the left and hold on!


Watch out for crabs hiding in the sand. After you zap them, some will become power-ups.


Look for these places in the rotted wood to pass through.

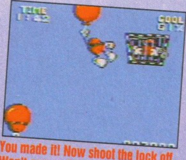
OVERVIEW

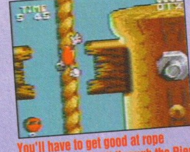
The cool red dude with the 'tude brings his special fizz and pop to the Game Gear. He's *Cool SPOT* from Virgin Games.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Wearing shades and walkin' the walk, SPOT — of 7-UP fame — somersaults, leaps, bounces, climbs and shoots bursts of 7-UP at enemies through eight big, maze-like levels.

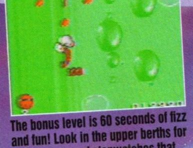
Maximum coolness and helping a bud in need are the goals of *Cool SPOT*. Your chums have been captured by Wicked Will, who earned his name collecting rare creatures. You have to free them before the timed rounds end...but you also have to collect enough coolness to be able to open the cage. Collect the red dots and your coolness increases. Achieve maximum coolness and soon you'll be seeing red all over the place!


You made it! Now shoot the lock off. Won't come off? Check your coolness rating at the top right of the screen. If it's too low, go back and collect more red dots, then try again.


You'll have to get good at rope climbing to make it through the Pier Pressure level. Press the D-Button Up to climb up and D-Button Down to slide down.

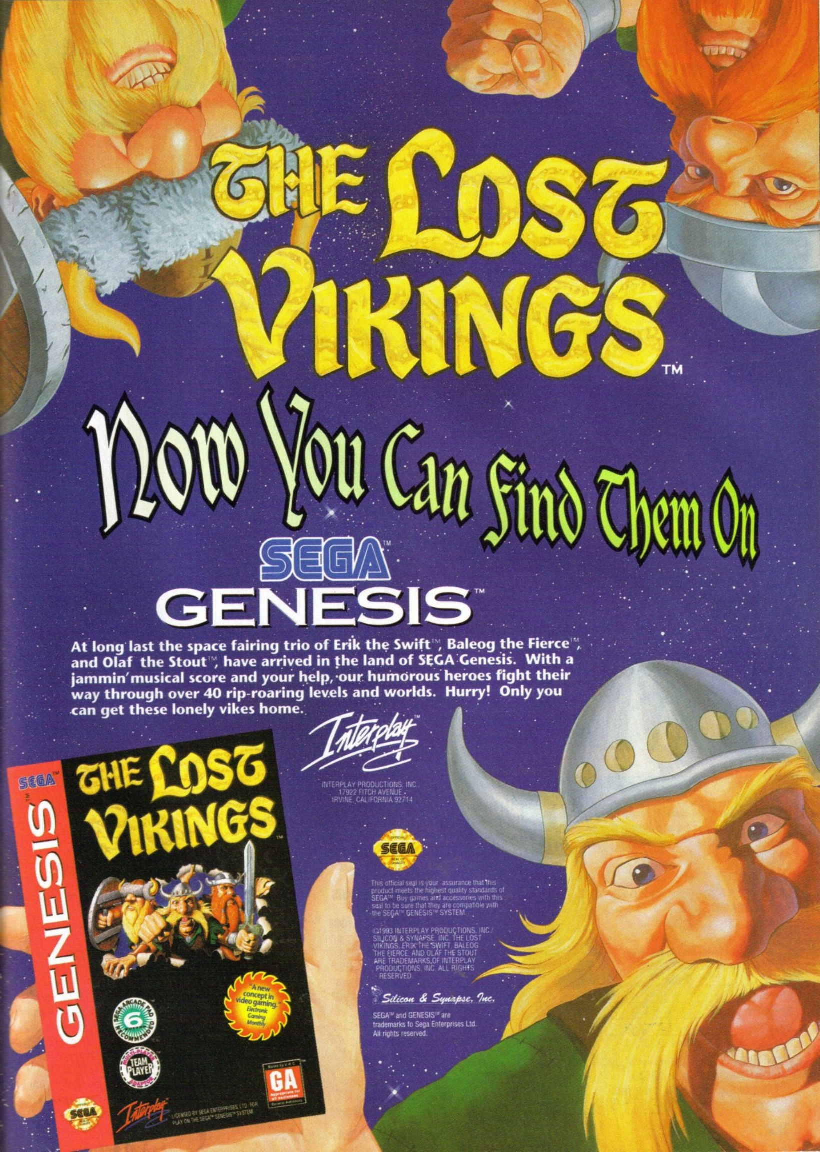
HOT HINTS

- Power-ups include stopwatches, which add to your remaining time, and 7-UP glasses, which add to your health.
- You definitely want to grab the Bonus Round power-ups. The Bonus Round is big-time bouncing fun worth lots of extra points if you do it right!
- If you run out of time and have a life remaining to return to the round, all the enemies return, too.
- Explore everywhere high and low in each level for red dots.


The bonus level is 60 seconds of fizz and fun! Look in the upper berths for extra points and stopwatches that extend your time.

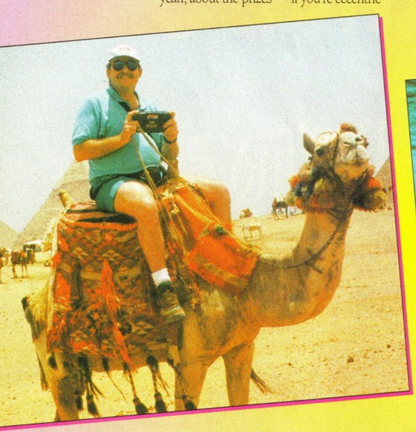

Enemies dog you everywhere in the Off the Wall level. Watch out for the mice; their long-range shots of cheese will take you out fast if you're not quick on the draw. Mousetraps and holes in the floor usually mean a mouse is nearby.

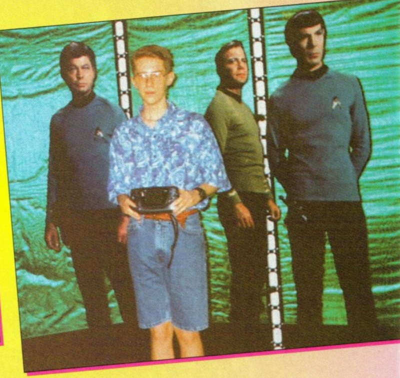



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At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™, and Olaf the Stout™, have arrived in the land of SEGA Genesis. With a jammin' musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikes home.
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SEGA
GENESIS
THE LOST VIKINGS
"A new concept in video gaming." Electronic Gaming Monthly
6
TEAM PLAYER
GA
Interplay
SEGA

Game Gear Sightings

Totally outrageous! That's what we want to see. It's the *Sega Visions* search for astonishing Game Gear players. If you or a friend have played Game Gear somewhere completely different or totally peculiar we want to see your photo. Some of the photos we've received in the past include readers playing Game Gear atop a camel, in the sidecar of a motorcycle and on the steps of the Red Square in Moscow — get the idea? As with all of our contests, read the rules carefully, keep it safe, legal and harmless. Oh yeah, about the prizes — if you're eccentric enough to win the Grand Prize, you'll get 25 Game Gear titles of your choice, a Deluxe Carry All Case (you're gonna need it), a Super Wide Gear, a Car Adaptor and a Cleaning Gear. If you're a First Prize winner, you'll get your choice of 15 Game Gear titles and a Deluxe Carry All Case. And if you're a Second Prize winner, you'll get five Game Gear titles of your choice and a handy Holster Bag to boot. Sound good? Well, pack up your Game Gear and start thinking unique locale — but don't go looking for any camels — it's been done.





OFFICIAL ENTRY FORM

Complete the information requested below on this entry form, or by providing the same information on a 3x5 card and mail it, stapled to your photo, to:

SEGA VISIONS
GAME GEAR SIGHTINGS PHOTO CONTEST
P.O. Box 3899
Redwood City, CA 94064

Name ____________________
Address ____________________
City ________ **State** ________ **ZIP** ________
Phone (____) ____________________
Locale of photo ____________________
Sex ____________ **Age** ____________

Official Rules:

1. No purchase necessary. Void where prohibited.
2. To enter the GAME GEAR SIGHTINGS please complete the Official Entry Form below, or by providing the same information on a 3x5 card, and send it along stapled to your Game Gear photo to *Sega Visions:*

   GAME GEAR SIGHTINGS
   P.O. Box 3899
   Redwood City, CA 94064
3. All entries must be postmarked by January 31, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but each entry must be mailed separately. Sega Visions is not responsible for lost, late, misdirected or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes are one (1) Grand Prize of twenty five (25) Game Gear titles of your choice, subject to present availability, a Deluxe Carry All case, a Super Wide Gear, a Car Adaptor and a Cleaning Gear; one (1) First Prize of fifteen (15) Game Gear titles of your choice, subject to present availability and a Deluxe Carry All case; one (1) Second Prize of five (5) Game Gear titles of your choice, subject to present availability, a Holster Bag. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state and local taxes.
5. Winners will be selected by the editors of *Sega Visions*. The decision of the *Sega Visions* editors is final. The three (3) winners will be announced in the April/May 1994 issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce and print your winning photo in *Sega Visions*. All photos entered into this contest become the property of *Sega Visions*. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and publicity release prior to publication of the winning photos in *Sega Visions* or *Sega Visions* reserves the right to select an alternate winner.
6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

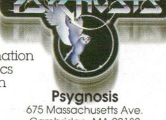
Catch'em if you can.

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If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



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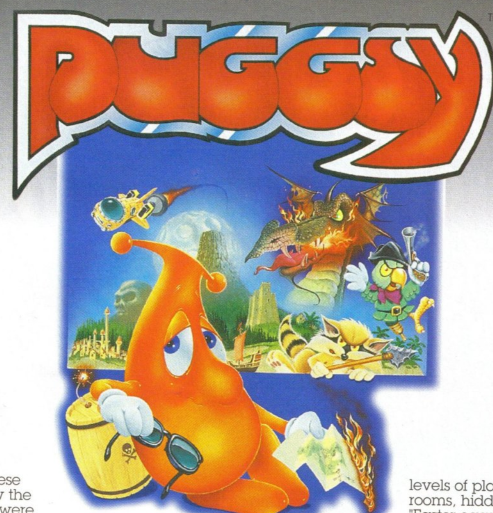


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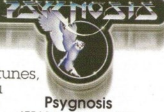
FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.



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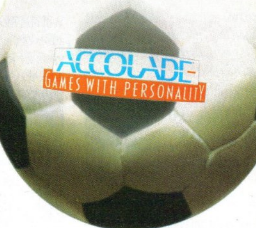
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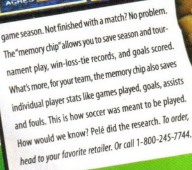
Then It Hit Me."





What makes *Pelé! Soccer* for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert. Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. *Team Logic*, which makes players move toward passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pelé did the research. *To order, head to your favorite retailer. Or call 1-800-245-7744.*











Fast Takes

The number of titles that can play on Sega machines continues to grow at an amazing rate, so we had to come up with a way of telling you about all the games out there without making the magazine too big to fit in your mailbox. So, we came up with Fast Takes, a section where you can read about a lot of games, without having to read a lot of words.

Games in this section are rated on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counselors. Starting this issue, we will be reporting ratings with the help of our friend Sonic — the more little Sonics next to a category, the higher the rating. Ratings are interpreted as follows:

Excellent	[5 Sonic icons]
Very Good	[4 Sonic icons]
Good	[3 Sonic icons]
Fair	[2 Sonic icons]
Poor	[1 Sonic icon]

Genesis

Dashin' Desperadoes

Will and Rick (the dashin' desperadoes of the title) are constantly vying for Jenny's attention. This time, they're battling it out to see



who will be her bodyguard on her round-the-world trip. We found the action fast and funny, with lots of fun places to go and things to do.

Six stages, each with three levels, provide lots of staying power for this one- or two-player game.



And the three levels of difficulty should satisfy even the most proficient gamers.



Publisher:	**Data East**
Category:	**Action/Arcade**
No. Players:	**Single, 2P (Comp)**

Graphics	[4 Sonic icons]
Sound & Music	[3 Sonic icons]
Play Controls	[3 Sonic icons]
Depth & Challenge	[4 Sonic icons]
Overall Fun	[4 Sonic icons]

Genesis

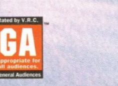
Socket

Whoops, sorry. We thought you said Sonic. Given the many similarities between the two games (even the titles sound similar), it would be easy to make that mistake. Sonic fans will have mixed feelings about this game, however.



On the one hand, they will enjoy seven rounds (with three levels per round) of Sonic-like action, puzzles and game play. On the other hand, the low challenge factor will probably make them wish they had waited for the next Sonic adventure.





Publisher:	**Vic Tokai**
Category:	**Action/Arcade**
No. Players:	**Single**

Graphics	[4 Sonic icons]
Sound & Music	[3 Sonic icons]
Play Controls	[3 Sonic icons]
Depth & Challenge	[2 Sonic icons]
Overall Fun	[3 Sonic icons]

Genesis

Awesome Possum



You are Awesome Possum, crusading for a clean, pollution-free planet. Your arch-enemy, Dr. Machino, will stop at nothing to turn the Earth into a toxic wasteland. You have to chase the evil Doctor through five separate worlds until you reach the ultimate showdown.



While we found the challenge to be worthy of most gamers, we thought the game could have been a little more fun (hey, it's a game, OK?). We also thought the graphics could have used a little polish.

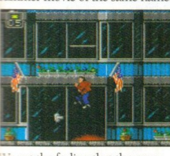
Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

Publisher:	**Tengen**
Category:	**Action/Arcade**
No. Players:	**Single**

Graphics	[2 Sonic icons]
Sound & Music	[3 Sonic icons]
Play Controls	[1 Sonic icon]
Depth & Challenge	[3 Sonic icons]
Overall Fun	[2 Sonic icons]

Last Action Hero

"Like father, like son" might be a way of describing this action/adventure title spawned by the summer movie of the same name.



We got the feeling that the game was rushed into production a little too soon, probably before it was ready. How else can you explain the jerky play control, or the anti-climactic ending that most people would consider a letdown after a tough game?



On the plus side, we liked the crisp graphics, although we felt it needed more than that to keep the average gamer interested long enough to get through it.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Publisher: Sony
Category: Action/Arcade
No. Players: Single

Rating	Icons
Graphics	3
Sound & Music	4
Play Controls	2
Depth & Challenge	3
Overall Fun	3

Game Gear

Agassi Tennis



While we liked the graphics, we thought the play controls could have been tighter — after all, isn't player control what a sports title is all about? The uneven play controls made this game more difficult than it should have been. We also thought the player movements looked unrealistic.



You can choose to play in a tournament which takes you through quarter-finals, semis and finals, or play against opponents of different abilities. But we couldn't figure out why there were only two female players and five males....

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Publisher: TecMagik
Category: Sports
No. Players: Single

Rating	Icons
Graphics	3
Sound & Music	3
Play Controls	2
Depth & Challenge	3
Overall Fun	3

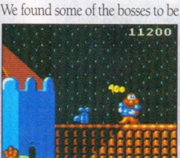
Game Gear

Robocod

James Pond is back with a new adventure for the Game Gear. Battle the sinister Dr. Maybe through nine challenging rescue missions as you try to save Santa Claus' factory from the penguin-shaped



bombs. This time our finny friend is outfitted with a special robosuit allowing him to venture onto land (hence his codename Robocod). We found some of the bosses to be



pretty tough though not impossible. Perseverance is the key to getting through this one.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

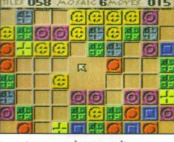
Publisher: U.S. Gold
Category: Action/Arcade
No. Players: Single

Rating	Icons
Graphics	4
Sound & Music	2
Play Controls	3
Depth & Challenge	3
Overall Fun	3

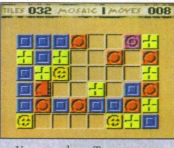
Game Gear

Tesserae

This game is like pistachios for the mind — easy to get into, but hard to put down. The object is to remove tiles from the board by



jumping over them, ending up with one remaining tile. The tile's movement is determined by the colors of the adjoining tiles.



You can play a Tournament or single-player game, choosing Easy, Medium or Hard levels (and believe us, Hard is hard). There follow nine stages of increasingly difficult game play. A reverse option lets you back up any number of moves. If you like tough addictive puzzle games, you'll love this one.



Publisher: Gametek
Category: Puzzle
No. Players: Single

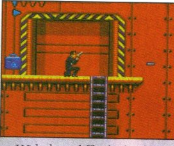
Rating	Icons
Graphics	1
Sound & Music	3
Play Controls	3
Depth & Challenge	4
Overall Fun	3

Game Gear

James Bond



As Special Agent 007, you have to infiltrate the evil Professor Greypen's private island and destroy his space shuttle. You'll meet some familiar faces along the way, namely Jaws, Bones and Oddjob.



With three difficulty levels, four stages and three levels per stage, this game should keep most gamers satisfied. And while we thought the game could have moved a little faster, we thought the ending level was great.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

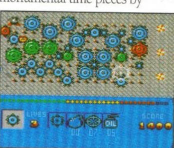
Publisher:	Domark
Category:	Action/Arcade
No. Players:	Single

Rating	Icons
Graphics	2
Sound & Music	3
Play Controls	3
Depth & Challenge	3
Overall Fun	3

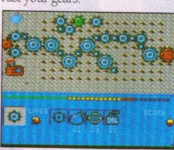
Game Gear

Gear Works

Lots of originality and a multitude of levels make this puzzle game tons of fun. You have to transform the 12 Wonders of the World into monumental time pieces by



linking gears and cogs on a peg board, and getting the one stationary gear to work. But use too many gears, and your "machine" will overheat. And watch out for the Poffins, creatures that try to rust your gears.



To help you in your unique quest, you have access to an assortment of tools and weapons, such as guns, bombs and oil.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

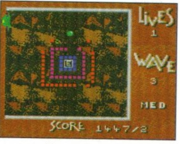
Publisher:	Sony Imagesoft
Category:	Puzzle
No. Players:	Single

Rating	Icons
Graphics	2
Sound & Music	2
Play Controls	3
Depth & Challenge	4
Overall Fun	3

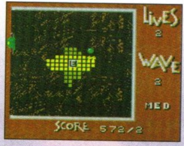
Game Gear

Off The Wall

This classic paddle game can trace its ancestry back to the old Apple II days. After many generations of improvements, this Game Gear



version offers Gear-to-Gear capability for competitive play, 62 different screens and 999 levels of play.



The concept is simple: Move your paddle to hit a ball that's bouncing back and forth, until you knock it out the exit box and into the next level. Before you can do that, however, you have to knock a variety of bricks out of the way. While we felt the unlimited Continues made it a little too easy, we rated it high on Overall Fun.

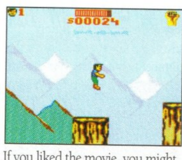
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Publisher:	Tengen
Category:	Action/Arcade
No. Players:	Single, 2P (Comp)

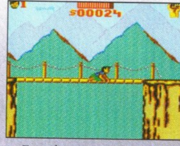
Rating	Icons
Graphics	2
Sound & Music	3
Play Controls	4
Depth & Challenge	3
Overall Fun	4

Game Gear

Cliffhanger



If you liked the movie, you might get a kick out of this Game Gear version, but we won't guarantee it. For one thing, we thought the graphics and play control were about average, while the fun factor was definitely borderline, even with six levels and reasonably challenging game play.



Even the instructions were unclear: You are told to collect all the money bags to save your friends, but we found you can win the game without collecting any money or saving anybody. Go figure.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Publisher:	Sony Imagesoft
Category:	Action/Arcade
No. Players:	Single

Rating	Icons
Graphics	2
Sound & Music	3
Play Controls	2
Depth & Challenge	2
Overall Fun	2

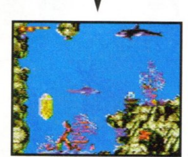


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ALLOW 2 TO 3 WEEKS FOR DELIVERY. Offer expires and rebate requests must be received by 3/31/94. Maximum rebate for each SEGA purchase is $10. No reproduction of wrappers or rebate form accepted. Limit one completed rebate request per envelope; maximum 10 per household.





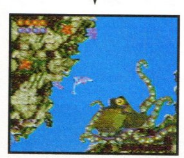
To activate the time sequence Ecco must learn a special song. Consult the Information Glyph.



The Killer Whale and other sea creatures will help you during your journey. Seek out the rejuvenating power of the Shelled Ones.



The Asterite knows mysterious, ancient secrets. Sing to him and receive important powers.



Swim very slowly past the Octopus. He attacks when he senses movement.





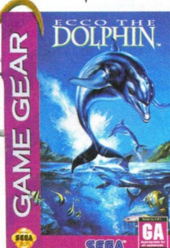


Call to the Pteranodon. Only he can help you over these rugged cliffs.

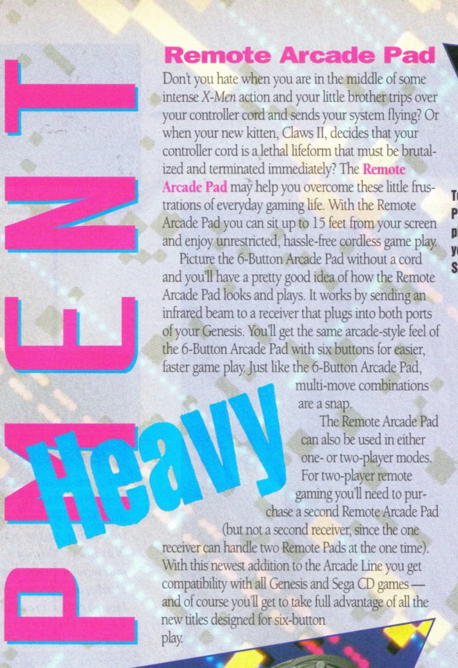
Gosh darn it, Jenkins!
How many times do I have to tell you to go before we leave the boat?



Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.



Heavy EQUIPMENT



Remote Arcade Pad

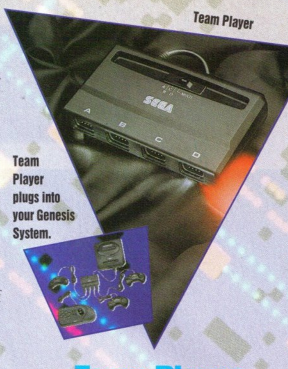
Don't you hate when you are in the middle of some intense *X-Men* action and your little brother trips over your controller cord and sends your system flying? Or when your new kitten, Claws II, decides that your controller cord is a lethal lifeform that must be brutalized and terminated immediately? The **Remote Arcade Pad** may help you overcome these little frustrations of everyday gaming life. With the Remote Arcade Pad you can sit up to 15 feet from your screen and enjoy unrestricted, hassle-free cordless game play.

Picture the 6-Button Arcade Pad without a cord and you'll have a pretty good idea of how the Remote Arcade Pad looks and plays. It works by sending an infrared beam to a receiver that plugs into both ports of your Genesis. You'll get the same arcade-style feel of the 6-Button Arcade Pad with six buttons for easier, faster game play. Just like the 6-Button Arcade Pad, multi-move combinations are a snap.

The Remote Arcade Pad can also be used in either one- or two-player modes. For two-player remote gaming you'll need to purchase a second Remote Arcade Pad (but not a second receiver, since the one receiver can handle two Remote Pads at the one time). With this newest addition to the Arcade Line you get compatibility with all Genesis and Sega CD games — and of course you'll get to take full advantage of all the new titles designed for six-button play.

Six-Button Remote Arcade Pad

Remote Arcade Pad and Receiver plugs into your Genesis.



Team Player

Team Player plugs into your Genesis System.

Team Player

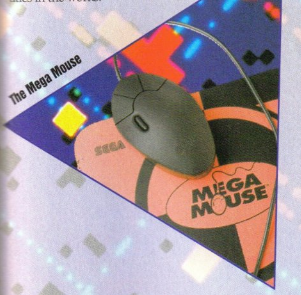
If you've ever been accused of not being a "team player" here's the chance to prove yourself. This new adaptor can transform your Genesis into the ultimate team machine. Imagine planning your next party and telling your guests to bring their own controllers (BYOC). With **Team Player**, you and up to four (depending on the software) of your most feisty friends can get together for real team competition. You can compete for victory on new specially designed multi-player games like *Gauntlet IV, Lost Vikings* and *Wimbledon Tennis*. See Running The Gauntlet for more information on the four-player version of Gauntlet. Also, check out the review of Gauntlet IV in this issue.

Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two-on-two; add another Team Player and you and up to seven people can play. When all the players are plugged into the Team Player, just set the Select Switch to the multi-player setting. Once in the game, each player selects Start and their own options. The Team Player's plug accepts all standard Genesis controller plugs so each player can use the controller of their preference — allowing for the type of game being played and individual game play style.

Note that not all four-player adaptors are compatible with all four-player games, and that some games that claim to be four-player may not work with the Team Player. To be absolutely sure, check the box to see that the game will work on the Team Player. Team Player is the only multi-player adaptor that fully supports six buttons, the Mega Mouse and the Activator, not to mention future eight-player games. Team Player is available in stores and directly from Sega by calling 1-800-USA-SEGA.

Mouse Update

Mega Mouse Flash – New Mouse info just in – the redesigned mouse has a sleek new symmetrical design. It's like a PC mouse that has been specialized for video games – perfect for lefties or righties. You'll especially appreciate the point-and-click accuracy if you like role playing, action, puzzle or art and paint titles. It has three Action buttons and a recessed Start button (so you don't accidentally press START in the middle of your all-time highest scoring game). **The Mega Mouse** comes with its own thick Mega-Mouse pad which is durable enough to use on your floor or even on your lap. Watch for Mega Mouse compatible games due out soon such as *Populous II, Fun and Games, My Paint* (Sega CD), and *Shanghai – Dragons Eye*, with lots more compatible titles in the works.



The Mega Mouse

ASCII's New Six-Button 'Sticks

In the market for a good six-button controller? You should take a look at what ASCIIWARE has to offer. One of Sega's licensed manufacturers, ASCIIWARE is already known for its highly popular SG series of Genesis compatible three-button controllers. With six-button compatible games now a reality on the Genesis and Sega CD, ASCIIWARE has taken their considerable knowledge of Sega products and come out with two six-button controllers, the **ASCIIPad SG-6™** control pad and the bigger **Fighter Stick SG-6™**.

Already available in most toy and game stores, the new ASCIIWARE six-button SG-6 controllers contain all the features that have made their products popular with gamers, plus the additional buttons and advantages of six-button play.

Tough Sticks

Pick up either the Fighter Stick SG-6 or the ASCIIPad SG-6 and you'll notice how well they fit your hand. Each is based on the ergonometric design they've made famous with their earlier controllers and are very durably built. Standard pad features include an extra-long cord, Automatic and Turbo for all six buttons, Slow switch and Start button. There is also a Mode switch which lets you use the stick and pad as three-button controllers, playing with the A, B and C Buttons.

The main difference between the two, besides size, is the button layout. Look carefully at the ASCIIPad SG-6 and you'll notice that the Z and C Buttons are located on the outside front of each pad instead of the familiar three-by-three button layout of most controllers. ASCIIWARE chose this innovative design after conducting an extensive survey of game controllers. While hardcore Sega players may find the "two-by-two and two side" layout unfamiliar, a little play time will have you into your favorite moves and combos with the greatest of ease.

You'll be able to jam on your SG-6 controllers with such games as Street Fighter II from Capcom and *Eternal Champions* from Sega (see the extensive review in this issue), as well as every game officially licensed by Sega for six-button play. Whether you like hand-sized controllers or go for the larger sticks, ASCIIWARE's new six-button Fighter Stick SG-6 and ASCIIPad SG-6 are how to win.

Players will find the Fighter Stick SG-6's short stick and three-by-three button layout familiar and easy to use.



The revolutionary new ASCIIPad SG-6 has a two-by-two and two side layout that allows you to hold the control pad at a flatter angle. Many players find this position more comfortable.

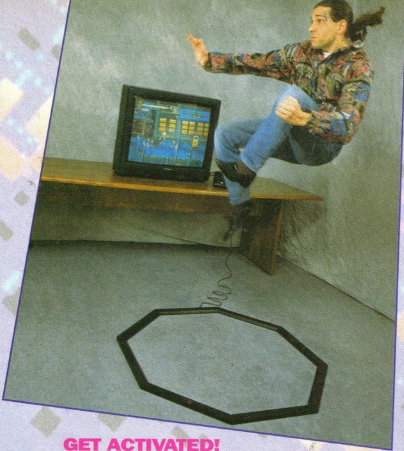
GET ACTIVATED!

If winning twenty-four (yes, that's 24) FREE games doesn't interest you, read no further — 'cuz believe it or not, that's the prize for this contest. Here's the story. Recently a few of us here at the magazine spotted a co-worker totally engrossed in a game with the Activator. It was something about the way he was jumping up and down on one foot with his hands above his head — like he was trying to do Kung Fu and flag down a taxi at the same time — that inspired us to have a new contest. The first ever — Get Activated! Contest.

The rules (read 'em carefully) are simple — just send us a photo of yourself using the Activator. The judges will choose three winners based on:

1) Best all round
2) Most athletic, and
3) Funniest.

All three winners will receive the following games that are outlined in the Activator Game Guide (subject to present availability):



Win These Games!

- Ayrton Senna's Super Monaco GP I
- Ayrton Senna's Super Monaco GP II
- Best of the Best Championship
- Cool Spot
- Cyborg Justice
- Decapattack
- Eternal Champions
- Evander Holyfield's "Real Deal" Boxing
- G-LOC Air Battle
- Golden Axe
- Greatest Heavyweights
- Kid Chameleon
- Mortal Kombat from Arena
- Outrun 2019
- Sonic The Hedgehog
- Sonic The Hedgehog 2
- Street Fighter II: Special Champion Edition from Capcom
- Streets of Rage
- Streets of Rage 2
- Super Hang-On
- Talespin
- ToeJam & Earl
- World of Illusion Starring Mickey Mouse
- X-Men

GET ACTIVATED! CONTEST RULES

1. No purchase necessary. Void where prohibited.
2. To enter the GET ACTIVATED! CONTEST please fill out the Official Entry Form below (or by providing the same information on a 3 x 5 card), and send it along with your ACTIVATOR photo to Sega Visions:

   GET ACTIVATED! CONTEST
   P.O. Box 3899
   Redwood City, CA 94064
3. All entries must be postmarked by January 31, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but each entry must be mailed separately. Sega Visions is not responsible for lost, late, misdirected, or stolen entries. Entries which are mutilated or illegible will be disqualified.
4. The prizes for each of the three winners will be the twenty-four titles listed above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state and local taxes.
5. Winners will be selected by the editors of Sega Visions. The decision of the editors is final. The three (3) winners will be announced in the April/May issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce and print your winning photo. All photos entered into this contest become the property of Sega Visions. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and publicity release prior to publication of the winning photos in Sega Visions or Sega Visions reserves the right to select an alternate winner.
6. This contest is open to all residents of the US and Puerto Rico, except employees of Sega of America, Inc. and their immediate families.

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or 3x5 card) and mail it, stapled to your photo, to:
SEGA VISIONS ACTIVATOR CONTEST
P.O. Box 3899, Redwood City, CA 94064.

Name____________________
Address____________________
City__________ **State**_____ **ZIP**_____
Phone (___)________ **Category**________
Sex________ **Age**________

Heavy EQUIPMENT



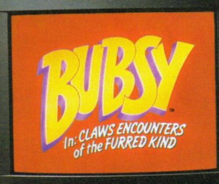








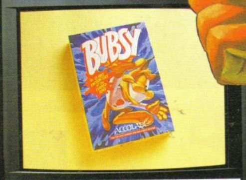














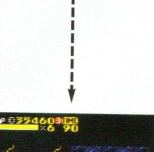
"SO! HOW MANY HOLLYWOOD TYPES CAN PASS THIS SCREEN TEST!"

ACCOLADE™
GAMES WITH PERSONALITY.





Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.



Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.



Blaze's deadly Kikousho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.



If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.



SPORTS Playbook

THE INSIDE TRACK ON SPORTS GAMES

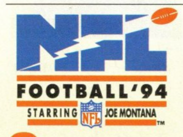
Holiday greetings, sports fans! This pass, the Football Section contains reviews of *NFL Football '94 Starring Joe Montana*, *Madden '94*, *Tecmo Super Bowl* and *NFL Quarterback Club*. Check out the plays and the moves , then take a look at the Football Features Grid on page 112 for a side-by-side comparison of their features.

Next we're taking a hard look at *Pro Moves Soccer, Champions World Class Soccer* and *FIFA International Soccer* — all new for the Genesis.

For the golf nut, we've got two titles that make you wanna put on a bright green shirt, Bermuda shorts and a pair of golf shoes. *Pebble Beach Golf Links* for the Genesis and *PGA Tour Golf* for the Game Gear are exactly what the indoor golfer and golfer-on-the-go ordered.

To round out the sports titles covered in this edition of Sports Playbook, we'll show you two slamming games that feature the sport of fisticuffs. We'll visit *Riddick Bowe Boxing* for the Game Gear and *Greatest Heavyweights* for the Genesis.

Remember, sports fans, Sports Playbook is your inside track to sports games. Look here every issue for bigger and better coverage of all the hottest titles.



Go for a whole season of League play, the Playoffs and the Super Bowl in this electrifying pigskin title from Sega Sports. You'll never lose a play with full battery back-up. Try great new features like audibles, screen passes, 360-degree spins and diving catches. Change your view and play dynamics from game to game by checking out all six unique field views and varying the weather conditions. Join players like Reggie White, Jerry Rice and Emmitt Smith down on the field for all the helmet-cracking impact.

HOT HINTS

- Create offensive fireworks with the new Speed Bursts.
- Hit Button C for an audible at the line of scrimmage.
- Take turns with a friend and change the Vertical Perspective from an offensive to defensive perspective by hitting Pause and choosing Field View.
- Follow the Game Stats and use the information. If you are not successful in the air, try running.

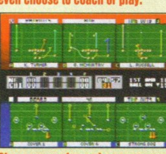
WARM-UP

Spectacular gridiron action comes your way with *NFL Football '94 Starring Joe Montana* from Sega Sports for the Genesis. Joe and the actual players of the NFLPA are here with the 28 real NFL teams, logos, stats and true player attributes. You get more than 800 NFLPA players, terrific new player animations, hyper-responsive player control and a hot new "Behind-the-Quarterback View" that puts you right on the field. Try the new Speed Bursts to elude defenders, easier passing control and the jacked-up defense that will slam runners and receivers to the turf. A faster, improved Sports Talk play-by-play keeps your ear on the game, and the new passing and running controls keep your hands controlling the play with even more ease.

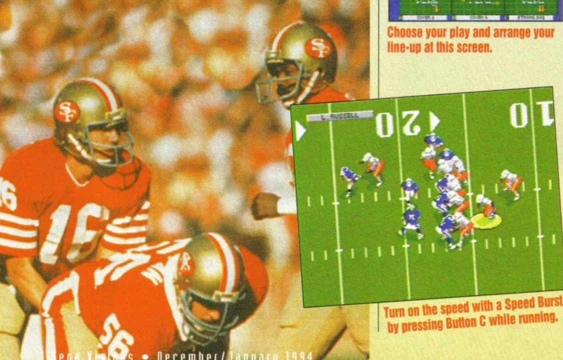




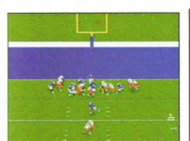
Make all your choices at this screen before the start of the game. You can even choose to coach or play.



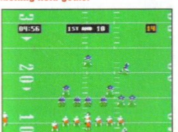
Choose your play and arrange your line-up at this screen.



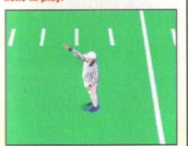
Turn on the speed with a Speed Burst by pressing Button C while running.



You can control the ball movement somewhat with the D-Button while kicking field goals.



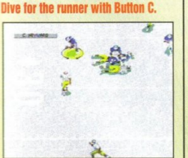
Try adding snow or rain for variations in play.



The new ref animations will tell you when your first-down attempt is good.

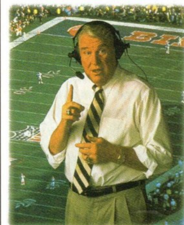


Dive for the runner with Button C.



Snow on the field won't greatly affect your ball-handling ability.

Madden NFL '94



And then there are the Maddenisms. What (you ask) are Maddenisms? This is a Maddenism: "The quarterback should never hold the ball that long!" you hear after a play. You can turn on and off John Madden's ongoing and sometimes searing commentary about your winning and messed-up plays. From fake snaps to audibles and no-huddle offenses to dual-view instant replay, you'll find a lot of helmet-busting football in this cart.

HOT HINTS

- ✓ Vary your plays by choosing to Flip them and run them from the opposite side.
- ✓ At the Play Call screen bluff your human opponent by pressing Button B when the box is over the play you're pretending to call.
- ✓ Try the No Huddle Offense as the clock is running down at the end of a half.
- ✓ Substitute your QB with a better runner if the team you are playing has given up zero yards passing.

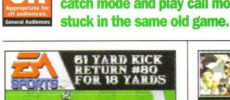


Look at the thermometer that offers a visual view of your teams' match-ups so you can easily compare your strengths and weaknesses.

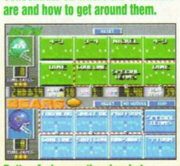
WARM-UP

Madden NFL '94 from E. A. Sports for the Genesis is not the same old pigskin game as *Madden '93*. This title features 80 teams, including 28 '93 NFL teams, 12 all-time great franchise teams, 38 Super Bowl teams since '66 and two "All-Madden" teams. The various play modes include exhibition, full season, championship, franchise and new playoffs. Use either your three- or six-button controller for easy play choices. With variable views, weather, pass catch mode and play call mode, you won't ever be stuck in the same old game.

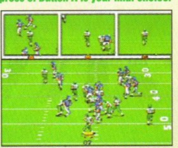
Rated by V.R.C. GA Appropriate for all audiences. General Audiences



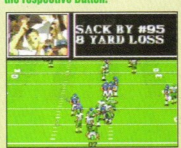
The return man automatically catches the ball when you are receiving. Concentrate on where the defenders are and how to get around them.



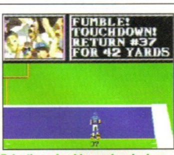
Button A chooses the play, but remember that you can change your mind and choose again. The last press of Button A is your final choice.



On a pass, choose from the top three boxes labeled A, B and C by pressing the respective Button.



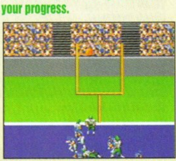
If the opposing quarterback holds the ball too long you can sack 'em smack 'em. Enough said.



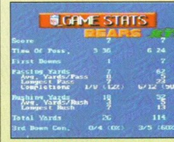
Take those fumbles and make hay. This one goes all the way to the end-zone.



Use the Drive Summary to follow your progress.



Use Button B to execute all parts of a kick, starting with the snap.



Check your game stats throughout the game to see in what areas your weaknesses lie.



TECMO® SUPER BOWL™

The popularity of Tecmo's titles is due to their ease of play. This one's no different. The game play is easy to control, easy to understand and fairly solid. There's no real coaching simulation. You just set your plays and go. The cinematic screens are what sets this one apart. Line up for a field goal kick and suddenly you are swept into an amazing animated sequence that takes you from the kick right through the ball bouncing off the uprights...and through. Arcade action and big cinematic animations are the keys with *Tecmo Super Bowl.*

HOT HINTS

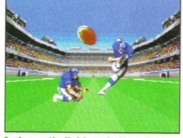
- ✓ Save your game results and team/player stats via the battery for later play.
- ✓ Go for a field goal if you are past the 40-yard line.
- ✓ Kick as deep as you can, 'cause there are now touchbacks.
- ✓ Sort through the players for those with the hottest stats when setting up your own pro bowl.

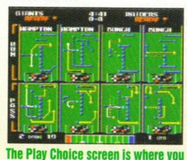
WARM-UP

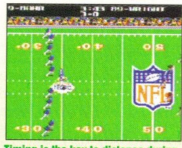
Go for some yardage with *Tecmo Super Bowl* from Tecmo for the Genesis. This title features all the real players from the National Football League Players Association (NFLPA) and 28 actual NFL teams. This update of the arcade smash hit has all-new cinema screens, a new Coach mode and the original arcade Tournament style. This 8-meg cart lets you create your own pro bowl from the existing teams and players or try a three-year schedule of 17 weeks each.

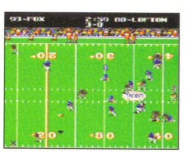


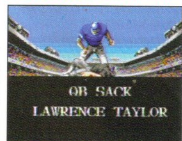

Select your team from among these 28 real teams.


A cinematic field goal attempt occurs after you hit the Kick Button.

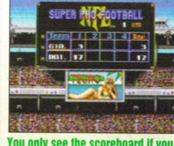

The Play Choice screen is where you do your best to out-strategize your opponent.


Timing is the key to distance during the kickoff.

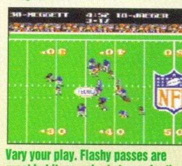

Heave a long bomb once in awhile.



Sack the quarterback and you get a cinema screen as a prize.

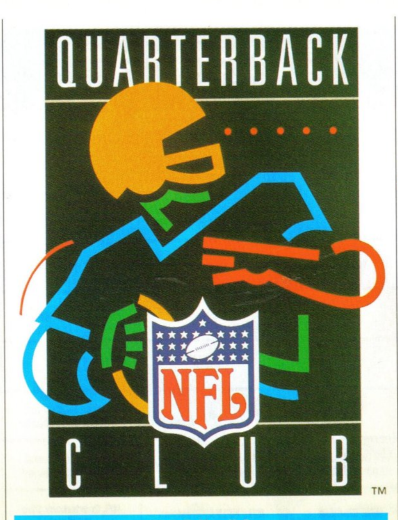


You only see the scoreboard if you put numbers on it and at the end of the game.


Vary your play. Flashy passes are great but it never hurts to run for the first down.

The first of these screens is what you see as you complete a touchdown and the second is your cinematic reward.





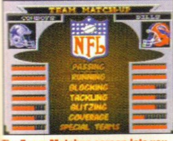
TM

WARM-UP

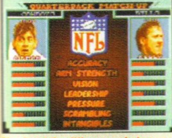
Airborne pigskin and bone-jarring tackles abound in *NFL Quarterback Club* from Arena for the Genesis. With 10 NFL quarterbacks, including Boomer Esiason, Jim Kelly, Warren Moon and Mark Rypien, in their very own Quarterback Challenge, you'll use the sport's biggest and best gunslingers. Check out the one-of-a-kind "Quarterback's-eye-view" in this early look at what promises to be a great cart. Create your own quarterback for competition or take on the Quarterback Challenge by pitting the leagues' best arms against each other in four skills competitions.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

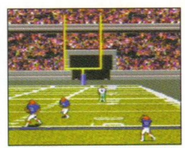
Features include 28 NFL teams and 128 offensive and defensive play possibilities all rolled into an authentic play experience. Test your skills in Exhibition, Playoff and Super Bowl play. In the "Create your own QB" area, you'll select from various skills, like speed and accuracy, to build your own ultimate top dog. The Quarterback Challenge has four skills competitions — Accuracy, Speed and Mobility, Distance, and Read and Recognition.



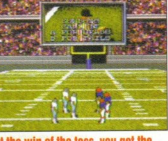
The Team Matchup screen lets you compare the strengths and weaknesses of the clubs chosen.



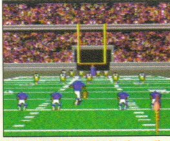
Check out the differences between your QB and the one picked up by your opponent and use them to your advantage.



Move down the field with the ball for the reception.



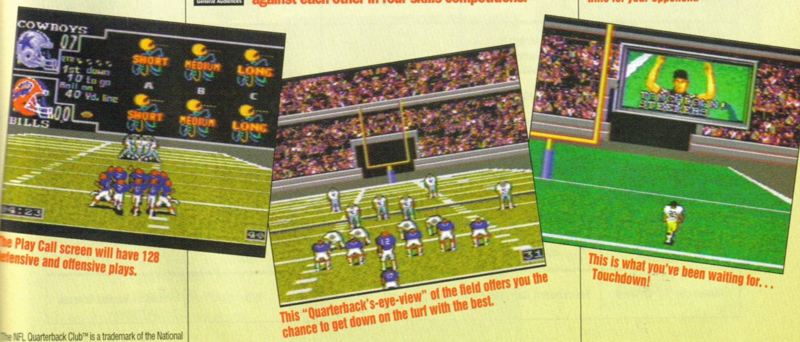
At the win of the toss, you get the choice of defending or receiving.



Watch the kick meter for the optimal release time.



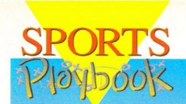
Kick it far enough and it's touchback time for your opponent.



The Play Call screen will have 128 defensive and offensive plays.

This "Quarterback's-eye-view" of the field offers you the chance to get down on the turf with the best.

This is what you've been waiting for. . . Touchdown!



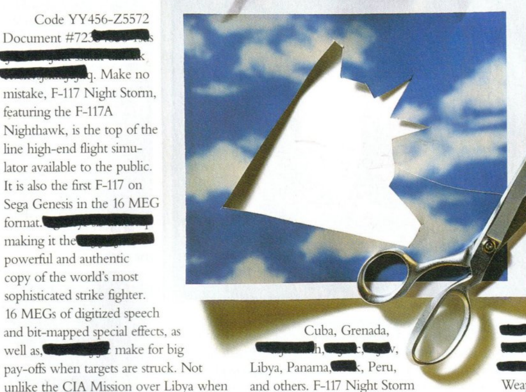
Football Features Grid

GAMES

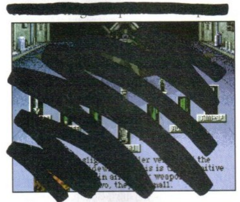
FEATURES	Madden NFL '94	NFL '94 Starring Joe Montana	NFL Quarterback Club	Tecmo Super Bowl
Cart Size (or capacity)	16 megs	16 megs	16 megs	8 megs
Teams	80	28 current	28 current	28 current
Number of Players	1 to 4	1 to 2	1 to 2	1 to 2
Defensive Plays	70	40+	128 defensive and offensive combined	N/A
Offensive Plays	144 (not including special teams)	thousands (includes individual teams)	128 defensive and offensive combined	N/A
Official Licenses	NFL, Madden	NFL, NFLPA, Montana	NFL Quarterback Club (10 stars)	NFL, NFLPA
Stats Tracking	Team Season Stats	Team, Player	N/A	Team Season, Player
Play Modes	Exhibition, Season, New/Championship/ Franchise-Playoffs	Exhibition, Season '91, '92, '93	Regular Season, Playoffs, Super Bowl, Exclusive Quarterback Challenge	Coach, Arcade, 3-Year Schedule
View Perspectives	1	6	1	1
Instant Replays	yes, with reverse	yes	no	no
Audibles	yes, changeable during game	yes	N/A	no
Changeable Weather	yes	yes	yes	no
6-Button Compatible	yes	yes	yes	no
Battery Back-Up	yes	yes	no	yes
Talk Feature (speech, commentary or announcer)	Maddenisms (advice and comments)	Full Play-by-play	no	no
Cinematic Cut Scenes	Scoreboard Animations	Yes, Referee Scenes	N/A	Tons of Varied Scenes

Continued on Page 114.

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.



Code YY456-Z5572
Document #723[redacted]. Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format.[redacted] making it the[redacted] powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as,[redacted] make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when [redacted]





[redacted] Your mission begins at the[redacted] training grounds in[redacted], Nevada. Further instructions[redacted] Baghdad, MIG-infested[redacted] flashpoints.

Cuba, Grenada, [redacted], Libya, Panama,[redacted], Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, [redacted]. There are two modes of play: arcade and campaign (for a [redacted] career).[redacted] which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention[redacted]. Your wingspan is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by[redacted] non-afterburning engines. Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb. Max take-off[redacted] por fuel 13,000 lb., weapon load[redacted]. Max mach speed [redacted], max speed at sea level[redacted] best max speed at 35,000 ft.[redacted]

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Maverick,[redacted]

16 MEG



[redacted]. Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.

ELECTRONIC ARTS

F-117 NIGHT STORM

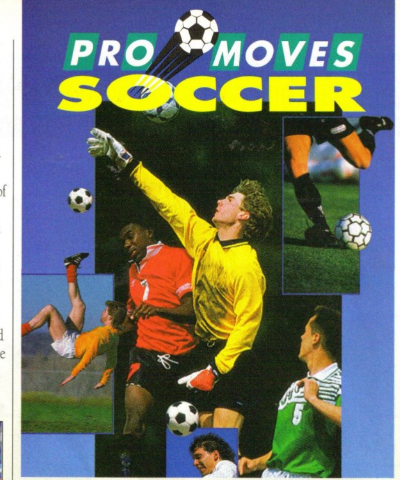
SEGA 16 MEG GA

By Chris Ebert, Chuck Sommerville, and Michael Kosaka

ELECTRONIC ARTS

Visit your retailer or call 1-800-245-4525 to order.

PRO MOVES SOCCER



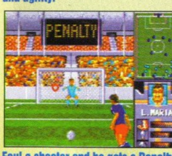
Blast up the pitch, executing moves like head shots, bump-and-run high kicks, slide tackles, rainbow kicks and illegal holds. Each of your teams has its own playing style and you can configure a team to your own liking and save it via password. There are four methods of play we're sure you'll enjoy — a self-running demo that pits the computer against itself, one player against the computer, head-to-head and two players teaming against the computer. Use your options to set field and weather conditions for ever-changing play.



Choose your team from this Select screen. Learn the differences between teams for stronger stats.



As you start your game you are given the Team Roster and Player Profiles. The Player Profile will tell you about each player's speed, intelligence and agility.



Foul a shooter and he gets a Penalty Kick on the goal.

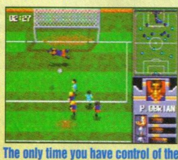
WARM-UP

Pro Moves Soccer from ASCII Entertainment Software for the Genesis is a full-featured soccer cart with 32 individually designed international teams. Unlike many straight "run and pass" soccer titles on the market, this one offers 10 professional soccer moves for your players and stats that even define each player's speed, intelligence and agility. Six- or three-button controller compatibility enhances your tournament or exhibition play. This is the first title from AWS (ASCIIware World Sports) in their new value-priced sports line. *Pro Moves Soccer* offers solid soccer competition for one or two players.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



Keep an eye on the box at the upper right of your screen for player and ball position.



The only time you have control of the goaltender is during a Penalty Kick.



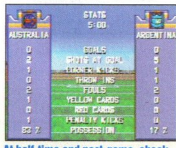
Use the D-Button to set the direction of a corner kick and press Button B.



To do a Slide Tackle when you don't have the ball, choose the direction with the D-Button and hit Button B.



Commit a flagrant personal foul and get a Yellow Card. Do it again and the player is out of the line-up by getting a Red Card.



At half-time and post-game, check out your stats to figure out where your weaknesses lie.



You have no control of the goal kick. Pay attention instead to your player position.

HOT HINTS

- The team at the top of the screen always controls the ball first.
- For an extra burst of speed double tap the D-Button.
- Shake off defenders by running a complete circle around them and get them to commit to a Slide Tackle.
- Switch players as the ball moves up the field rather than running an individual player all over the place.
- Try perfecting a No-Look Backward pass. It's deadly.

FIFA International Soccer

You see 'em all the time...kids playing soccer with whatever is at hand. No need for any expensive equipment — put a couple of coats down as goal posts and any ball or can will do in place of stitched leather. It's this kind of feel that makes soccer accessible. It's these kids who end up being the next Pele', Maradona or Cruyff. FIFA stands for Fe'de'ration Internationale de Football Association. This international federation of soccer players is Olympic-level amateur sports and very serious about the game.

You can play *FIFA International Soccer* in five different modes, from Exhibition to Tournament. Make choices like weather, field type, penalties (or no), computer or manual goalie control and many more.

WARM-UP

Think realistic soccer action and feel that's gonna make you want to play again and again and you are thinking *FIFA International Soccer* from E.A. Sports. This Genesis title brings the speed and heart-pounding thrill of international soccer to your living room with all the trimmings. Play with 48 national teams, line-ups and player attributes. The planet's most popular sport can be played for the sheer fun of it, by choosing the Action mode, or as a soccer coach's dream in Simulation mode. Either way we know that this cart will convert even those who haven't watched or played a soccer game in their lives.

Rated by V.R.C. GA™ Appropriate for all audiences. General Audiences

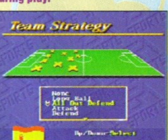


When manually controlling the goalie, use the D-Button to choose the direction of his dive and Button B to go for it.

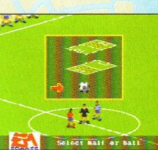
HOT HINTS

- ✓ Adjust your Team Coverage to the style of game you prefer, but remember the further you push your defense up, the bigger the chance of being undermanned when your opponent counter-attacks.
- ✓ Choose All Out Defend from the Team Strategy when you are ahead and want to stay there.
- ✓ Use a bicycle kick or header when the ball is in the air in front of your opponent's goal.
- ✓ If you are allowing penalties and the referee decides that your infraction is particularly vicious, he'll show you a yellow card. Do it again with the same player and you'll find you are a player short.

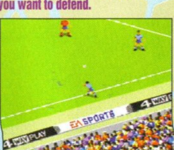
Adjust your team coverage to suit the situation. You can rearrange during play.



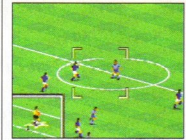
Your Team Strategy can be adjusted anytime. For instance, when you are losing and there's little time left try All Out Attack. You've got nothing but the game to lose.



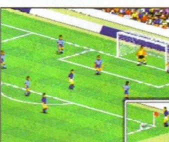

If you win the toss at the start of the game, you get to choose to defend or play the first kickoff. If you lose, you get to choose the side of the field you want to defend.



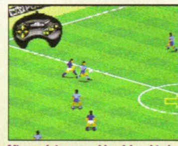
On a throw-in, use the D-Button to choose the direction that the ball will go, then hit any Button to throw.



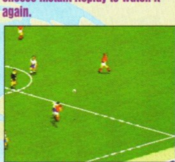
During a goal-kick, press Button C to open a window to check where the kick will go. Move the window with the D-Button and then kick with Button B.



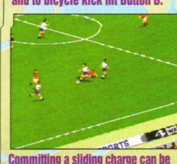
Choose the direction of the corner kick with the D-Button and let fly with any Button.



After an intense and hard-fought play you can hit the Start Button and choose Instant Replay to watch it again.



To head the ball when it's in the air tap Button C, to volley tap Button A and to bicycle kick hit Button B.



Committing a sliding charge can be dangerous, foul-wise. To do it anyway press Buttons B and C simultaneously.

SPORTS Playbook

Sneak Peek

Soccer is and should be on the minds of American sports fans. In spring 1994, the U.S. will host the World Cup Soccer Championship in Chicago. Bring that same intense action into your living room with defending goalies who can deflect, catch, bat, clear, kick, knee trap and fetal trap the soccer ball. In this title the player with the ball can shoot, pass or kick and the defender can tackle, clear or slide tackle.

WARM-UP

***Champions World Class Soccer* from Flying Edge brings action-packed, high-scoring international soccer to the Genesis. This cart comes with both horizontal- and vertical-scrolling perspectives, 32 international teams and game updates that feature country facts, stats and instant replays of outstanding action. This early look at *Champions World Class Soccer* shows great player size, tie-breaking shootouts and solid, hard-hitting sound effects. This one has realistic goalie and player actions and some of the best soccer play from seven continents.**

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

CHAMPIONS™ WORLD CLASS SOCCER



The kickoff occurs automatically. Take the ball and go!

Select from 32 international teams at this screen.

The purpose of the game? Score as many goals as you can.

By hitting Pause, you can turn the Radar off or on.

Use the Tackle Button to drop the guy with the ball.

Choose the best formation for your team, depending on team stats.

Continued on Page 118.

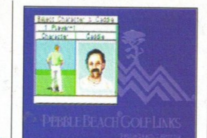
Pebble Beach Golf Links

WARM-UP

Bring the thrills of the most famous golf course in the U.S. into your home in *Pebble Beach Golf Links*™ from Sega Sports for the Genesis. This great golf game has five exciting play modes — Practice, Stroke Play, Match Play, Skins game and Tournament Play versus 48 top golfers. For one to four players, this title even has a Create Data feature that lets you enter your own name or any famous name you wish. Save complete stats, a round or even the tournament for later play via battery back-up. This early look shows us a title with solid game play and amazingly real graphics of the *Pebble Beach Golf Links*.



Stats hounds should be happy to note that you can store everything from longest drive, fairways hit and greens hit in regulation, to putts per hole and more. A few of the features included are Caddie Advice, Instant Replays, Putting Grid, Leader Board and actual Hole Fly-bys. Grab your clubs and climb into the cart...you are entering the grounds of *Pebble Beach Golf Links*.



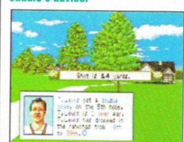
Select your golfer from the various male and female golfers available.



The view as you tee off from the first hole. Fade your shot to the right for a better drive.



A sand wedge might just help you out of the bunker. Don't ignore your caddie's advice.



Keep an eye on the highlights of other golfers' games in Tournament mode.

Use the Instant Replay feature to get another look at that sweet shot.

The title screen shows you an early peek at the infamous seventh hole.

Use the Hole Fly-by feature to take a good look at the hole you are about to play.

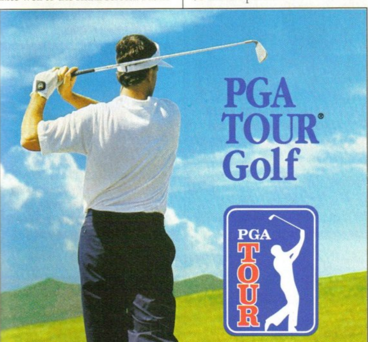
Use the Putting Grid to read the breaks in the green.

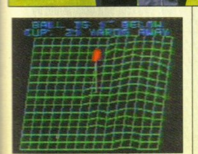
WARM-UP

Hit the links on four great courses with *PGA Tour Golf* for the Game Gear from Tengen. Play the greens at TPC Avenel, PGA West, TPC Sawgrass and custom-designed Sterling. Strategize real-life course conditions with an array of different shots, including chips and punches. Read the green with a rotating 3-D putting grid. Play practice rounds on any of the first holes with either driving or putting. This battery-backed cart will let you save games or tourneys in progress and even relive great moments via an Instant Replay feature.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Solid color, real courses based on actual blueprints and the chance to take your golf portable are the keys with *PGA Tour Golf*. This conversion of the hit Genesis title translates well to the small screen. From changing weather conditions to advice at the start of each hole, this game captures golf's realistic atmosphere. Join in the tournament at TPC Sawgrass for a chance at the $2 million purse.

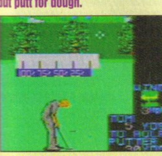




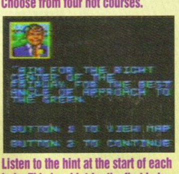
Use the putting grid to read the green — 'cause you drive for show but putt for dough.



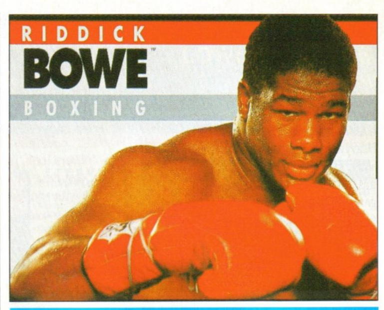
Choose from four hot courses.



Place the cursor for direction on your putt.



Listen to the hint at the start of each hole. This is a hint for the first hole at TPC Sawgrass.

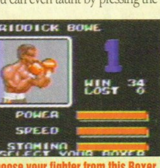


WARM-UP

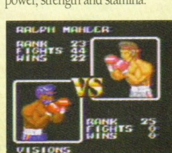
Rock your opponent's world with *Riddick Bowe Boxing* from Extreme Entertainment for the Game Gear. This one- or two-player (Gear-to-Gear) brawler of a boxing title features Riddick "Big Daddy" Bowe — the undisputed WBC Heavyweight Champion of the World. Using three different modes, you can play a one-player match toe-to-toe against a computer opponent, choose Career Mode and go after Bowe's title with a fighter of your own creation or play a pal via a Gear-to-Gear link and use any of the 25 fighters available.



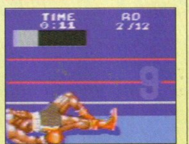
Control-wise, *Riddick Bowe Boxing* is easy to master, even though the game is a real challenge. Button 1 is a left, Button 2 is a right, placement of the punches is via the D-Button and to block, press both Buttons 1 and 2 simultaneously. You can even taunt by pressing the D-Button Up and Buttons 1 and 2 together. Build your own fighter in the Career Mode and take him up through the ranks. Between rounds you can choose from three different types of training. Each of these has a direct effect on your fighter's power, strength and stamina.



Choose your fighter from this Boxer Select screen.



You can choose to fight the next fighter above you or try to jump as many as two ranks if you think you're bad.



Down for the count? Hit Buttons 1 and 2 alternately as fast as you can.



Press D-Button Up and Button 1 or 2 for an uppercut.

Set up exhibition bouts or a full-fledged eight-fighter All-Time Heavyweight Tournament. In addition to all the fighters moves, this game has crowd-filled backgrounds and sounds that make every punch seem real. Each of the fighters has his own personalized taunts, so you can anger as well as humiliate your opponent. Rocky Marciano taunts in his distinctive Boston accent, "I'm gonna embarrass you!" This hot Sega fighting game has 8 megs devoted to sound effects, voice and music. Between the ease of control and the true three-judge scoring, *Greatest Heavyweights* steps beyond the simple punch-count slugfest and into the true finesse of championship boxing.

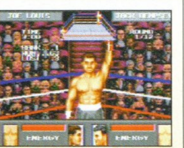


This is the screen where you select your fighter. Choose your match-ups carefully.

WARM-UP

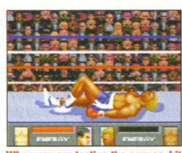
Who's the greatest heavyweight boxer of all time? Find out with *Greatest Heavyweights* for the Genesis from Sega Sports. This boxing cart weighs in at 16 megs with a battery back-up and features eight great former heavyweight champs — Muhammad Ali, Jack Dempsey, Joe Frazier, Larry Holmes, Evander Holyfield, Joe Louis, Rocky Marciano and Floyd Patterson. These fighters look, jab, punch and move just like the real champions. *Greatest Heavyweights* lets you prove who's got the glass jaw with real three-judge scoring and a build your own challenger mode. Great slow-mo or stop-action replays let you relive the action, blow by brutal blow. This game is Activator-compatible or you can use your three- or six-button controller to put together the fight card of the century.



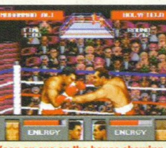

As the fighter is introduced you can check out his rank, wins and losses.


This is your between-rounds Punch Stats screen. Look carefully to see where you can improve your average.

Blast him with a right hook to the jaw.


When you are testing the canvas, hit Button A repeatedly and quickly to get your fighter back on his feet.

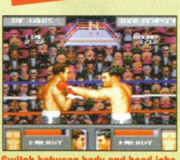

Whether you are the winner or loser — check out the fight stats to see who won which rounds.


Keep an eye on the boxes showing your fighter's head and torso. These will gray as you take hits and you'll know what kind of shape your contender is in.



HOT HINTS

- ✓ Watch the other fighter carefully. If he's blocking low and left, come in with a high right and so on. You can win your bouts by watching for your opportunities rather than swinging mindlessly.
- ✓ Use that Block Button. A well-blocked punch can mean the difference between a win and a loss.
- ✓ Check the punch percentage and count between rounds. You will be able to see where you are lacking and excelling.
- ✓ Don't hesitate to stress out a human opponent by showing them instant replays of punishing combos.
- ✓ After creating a challenger, learn when to step out of the ring and call it quits. You can always build a new challenger after a couple of serious losses.


Switch between body and head jabs.



When you win, you'll be featured in a newspaper headline like this one.


When fighting the computer, use the uppercut as the middle or end of a combo. Otherwise it's often blocked.

CHIPS & BITS

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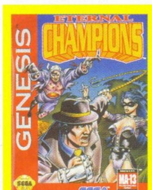
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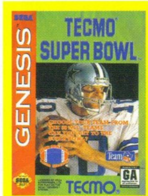
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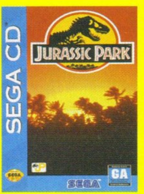
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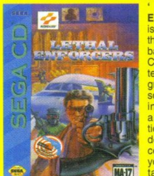
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GENESIS

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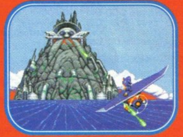
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STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

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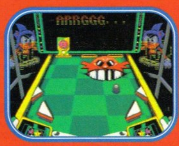
Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!



Cop the Chaos Emeralds to bust Robotnik's family jewels!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

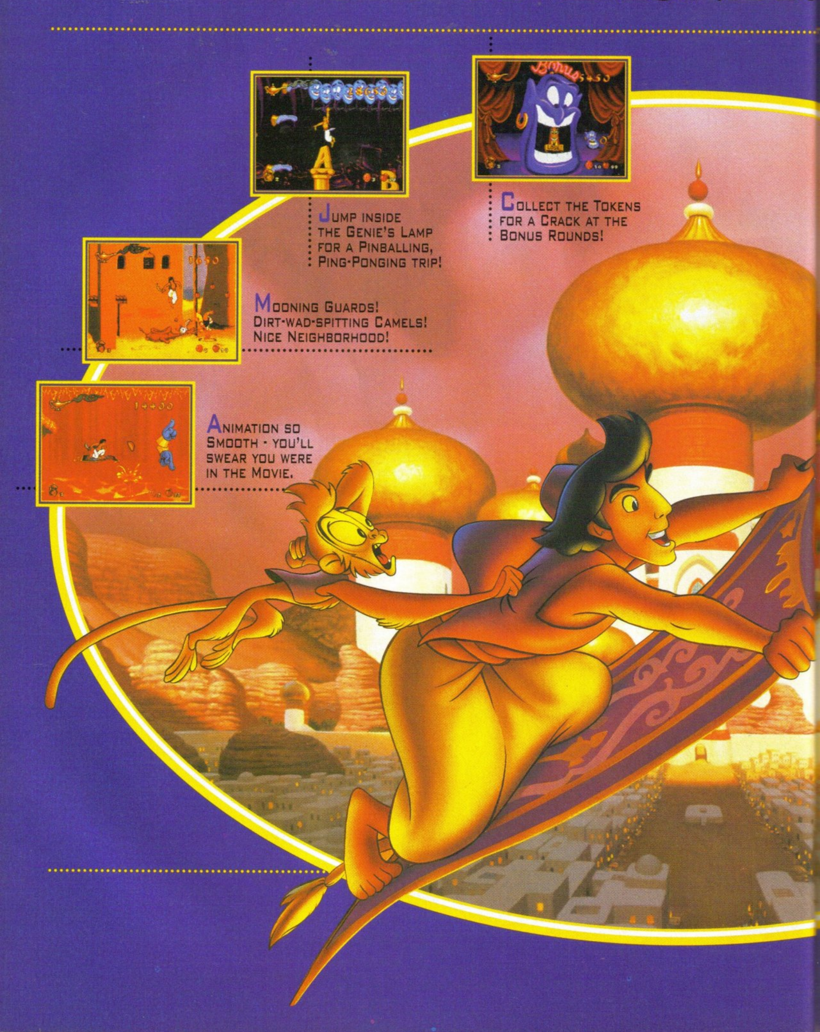


WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!


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THE MAGIC OF DISNEY.





Sonic mania is blasting across the country! But beware — where Sonic blasts, Dr. Robotnik is soon to follow. To find out just what games the diabolical doctor is up to, check out our reviews of **Dr. Robotnik's Mean Bean Machine**. This challenging puzzle game is available for both Genesis and Game Gear. And we're featuring three other cool Genesis games that we know you'll want to put on your holiday wish lists. **Pink Goes to Hollywood** lets you make tracks with the funkiest feline to hit the Hollywood strip — the Pink Panther! Then meet — and beat! — the Wet Bandits in the Big Apple in **Home Alone 2: Lost in New York**, the game based on the popular feature movie. And for your kid brothers and sisters, we're featuring **Barney's Hide & Seek Game**, starring Barney and Baby Bop, too.

Check out our new section where kids get to sound off (and get their class' picture in the magazine, too)! "Way Cool!" is the place where kids tell us what their class thinks is hot, the people, places and things that make them say, "Way Cool!"

Which TV star rules? What band is bad to the bone? Tell us about your favorite TV shows, cartoons, the latest cool sayings, super 'dos, radical clothes...even what's hot for lunch. Check out "Way Cool!" then send us your list! VizKidz! wanna know!



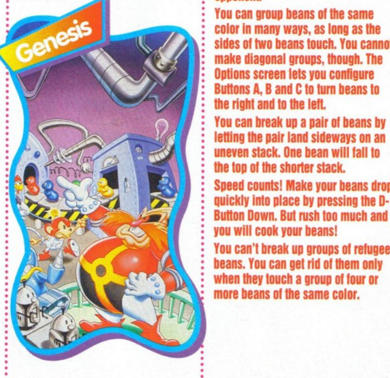
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

We know Sonic is smarter and faster than Dr. Robotnik, the egg-shaped bad guy who tries to make Sonic miserable. The question is: Are you? Here's your chance to test your puzzle-solving power against Robotnik in a game all his own. **Dr. Robotnik's Mean Bean Machine** from Sega is a one- or two-player puzzle game on the Genesis that lets you play the bean game against Robotnik and his gang of henchbots, against a friend or practice on your own.

Dr. Robotnik's Mean Bean Machine looks simple — but looks can be deceiving! This game is a pure challenge for those who love beating puzzles — and who love beating Robotnik! Robotnik is holding all the happy bean folk of Beanville in his dungeon. It's up to you to save the jolly beans from a fate worse than being eaten! You must connect four or more beans of the same color to free them.

You work against the timer in Exercise Mode, against Robotnik and his henchbots in Scenario Mode or against a friend in 2-Player Mode. Scenario Mode has a password feature.

Each game mode has difficulty levels ranging from Easiest to Hardest, so players of all ages can help defeat **Dr. Robotnik's Mean Bean Machine!**



HOT HINTS

Whenever you free two or more groups of beans consecutively in Scenario and 2-Player Modes, you create a "chain reaction." Chain reactions send refugee beans into your opponent's dungeon, and are the one sure way to beat your opponent.

You can group beans of the same color in many ways, as long as the sides of two beans touch. You cannot make diagonal groups, though. The Options screen lets you configure Buttons A, B and C to turn beans to the right and to the left.

You can break up a pair of beans by letting the pair land sideways on an uneven stack. One bean will fall to the top of the shorter stack.

Speed counts! Make your beans drop quickly into place by pressing the D-Button Down. But rush too much and you will cook your beans!

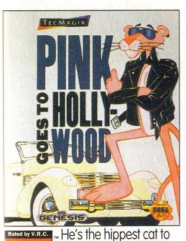
You can't break up groups of refugee beans. You can get rid of them only when they touch a group of four or more beans of the same color.



In Exercise Mode, your friend Has-Bean will sometimes drop into your dungeon to help you out.



In a two-player game, keep an eye on the top of your dungeon. You'll see refugee beans lining up, ready to drop. Press the D-Button Down to move your colored beans quickly into place before the refugee beans can mess up your grouping.



Rated by V.R.C. GA Appropriate for all audiences. General Audiences

™ He's the hippest cat to make tracks across your Genesis. Pink tracks, but pink is hot when you're the Pink Panther. In **Pink Goes to Hollywood**, the funky feline is all over town, battling movie villains like Frankenstein as he pursues his dream to be a movie star. Pink shows off his movie-star ability on the movie sets of seven classics which are arranged as levels in the game. He rides into the Wild West in the Pink Ranger, scares up ghouls in Polter Pink and sails the Seven Seas in Pink Beard, among others. **Pink Goes to Hollywood** has all the action of the movies, from swimming the deep blue sea to magic carpet rides. Plus there are warps within levels that transport you to other areas in the level and secret passageways to bonus rooms and other movie sets. As always, Pink has to be on the lookout for Inspector Clouseau...disguised, but dangerous!

HOT HINTS

There aren't any passwords or places where you can restart within the levels, so start out the game with the max of seven lives (you do have continues, though). Go to the Options screen to change your Lives to seven.

Moves you should know:

- Long Jump: Hold down the Jump Button
- Run: Press the D-Button Left or Right twice
- Super Jump: Run then press the Jump Button.

You can jump on light fixtures in the sound stages.

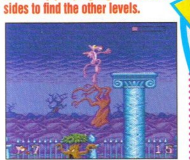
Whenever you jump, be prepared to punch in mid-air or as soon as you land. Enemies are usually waiting.

Toll Booths will help you advance if you've picked up a Toll Card. The Magic Carpet Toll Card and the Umbrella Toll Card will whisk you up and over obstacles and the Bridge/Stairs Toll Card will build a passageway for you to climb higher or further. To use a Toll Card, enter the Toll Booth and press Button A to choose your Card. Press the D-Button Up to use the Toll Card.

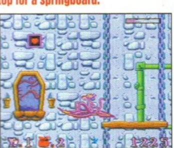
Use the Jackhammer and the Stoplight to wipe enemies off the screen. Button A selects a Trick from the ones you've collected in the Bag. Button B uses the Trick.



Choose from seven levels. From the start, head left to enter the Ice Maker, or head right to enter the Pencil Box. The other levels are above the Pencil Box. Jump on the Pencil Box, jump right to the shelf, then Super Jump to the bookcase. You can enter the Cowboy Boot or jump to the top of the books, then Super Jump right to enter the Picture. Keep jumping higher and to the sides to find the other levels.

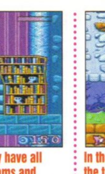


You can't hurt the tree in the Polter Pink level, so avoid his grasping branches. But you can use his flat top for a springboard.

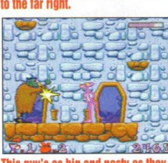


The Magic Carpet is the only way you can reach the top platforms in Pinkenstein. But first, steer left and pick up this Heart to add to your health meter. It's next to the moving platform at the far left.





Haunted houses usually have all sorts of cool hidden rooms and secret passageways...and this one has plenty! Press D-Button Up in front of bookcases and pictures. This secret entryway is on the third floor to the far right.



This guy's as big and nasty as they come...and punching him only makes him madder. Jump over him, then when he is close to the edge of the ledge, nail him with a few quick ones. The force of your blows will send him over the edge.

Genesis

In the Pinkenstein level, jump across the toxic chemicals, then head straight into this secret passageway through the wall on the right.



After you grab the weapon power-up, press the D-Button Down and the Jump Button to drop to the bottom platform where more goodies are hidden.



Work your way up, then down to the lower level, heading left to find the exit door.



Use the Bridge Toll Card to build a passage across the water in Pinkinhood. You'll find the Card in the upper branches of the trees.



Clouseau will shoot at you from the two towers and doorways. The arrows will angle, but Clouseau attacks in a pattern. Hit him seven times and you're home free.

HOME ALONE 2

LOST IN NEW YORK



When we last saw Kevin, the score was Kevin: 1, Wet Bandits: 0. A big fat zero. Now Harry and Marv are ready to even up the score in **Home Alone 2: Lost in New York**, Sega's one-player Genesis game based on the block-buster movie. **Home Alone 2** lets you outsmart the bad guys in an action/adventure romp across the Big Apple. Who cares if it's two vicious criminals against one little kid? Kevin certainly doesn't!

There's a new playing field in **Home Alone 2**: up and down the mean streets of New York...even under the mean streets! And a new strategy 'cause Harry and Marv have had some jail time to think about sweet revenge. But you, as Kevin, still have the smarts to build radical weapons out of ice cream cones and rubber bands. But it will take some planning and lots of running and climbing to find the parts to build homemade weapons in each level before the Wet Bandits catch you. It's either that or you could catch the first plane to Florida to join your vacationing family!

HOT HINTS

The homemade weapon you can build will flash on the bottom of the screen. Most levels have two weapons you can build.

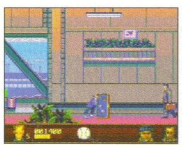
Always build the homemade weapon in each level before you run into your two old pals. It's the only weapon strong enough to knock 'em out.

Don't let Harry or Marv catch you! You'll lose your homemade weapon once they've got you.

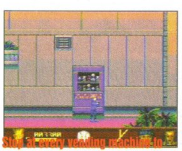
If Harry or Marv catches you, press Button A, B or C really fast. It's as good as a kick in the shins to make them lose their grip on you.

Food power-ups either partially or fully restore your health. Snack often.

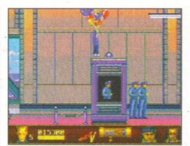
Think like Kevin when bad guys are chasing you. Anything — even a harmless little water fountain — can be a weapon, if used properly.



Push things around to reach objects in out-of-reach places. Stand next to the trunk, then press Button A and the D-Button Right to move it.



Stop at every vending machine to buy more health and points. Button A is your Special Move Button. Keep an eye out for businessmen passing by; they'll knock you on your bottom or toss briefcases if you bean 'em with your baseball.

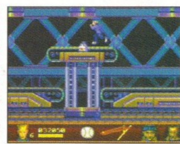


Let loose the vendor's balloons with one shot of your slingshot, then jump on the chairs to reach the string as the balloons float by. Fly to the top of the security gate, land and grab the part to the Ice Cream Cannon. Wait until the guards scurry to the left...then jump and run as fast as you can to the right.



The Ice Cream Cannon you made is a lot more effective against Harry or Marv than the smaller weapons like your baseball. If either one catches you, you'll lose it and change to a smaller weapon. Press Button A, B or C to break free from his grip.





Jump when you reach the end of the conveyor belts in the Land of Lost Luggage level or you'll fall into luggage chutes that will whisk you away to another section of the Baggage Claim. Toss baseballs at baggage handlers, pet carriers and luggage that comes after you.



If you jump left, you'll meet up with one of the Wet Bandits without a homemade weapon. Jump right instead to find the two missing pieces to your slingshot. One piece is at the bottom level. The other piece is in the middle section of the conveyor belts.



It's okay to jump into this luggage chute. It will carry you back to the top conveyor belt. From there, jump into the cage again and head left this time. Jump out at the top so you can collect weapon parts before you face the Wet Bandits. They're looking for you!



Find this Turtle Dove and you'll earn another life. You're not out of the Land of Lost Luggage yet, though!



Rated by V.R.C.™ GA Appropriate for all audiences. General Audiences

"Let's use our imagination!" Barney invites young and old alike to help him play hide-and-seek with five of his best friends in **Barney's Hide & Seek Game** from Sega. **Barney's Hide & Seek Game** is a one-player game that is perfect for the younger Genesis player.

The game play is set up so that any button on the control pad (A, B or C) will make Barney jump, open up presents and find friends who are hiding. All you have to do is move Barney to the left or right with the D-Button and listen to the verbal clues he gives so you can find the hidden friends and presents.

The game provides basic skills such as problem solving, matching, counting, and guidance on safely crossing the street and picking up trash — all in a fun way with the help of lots and lots of friends! **Barney's Hide & Seek Game** has a self-play feature that allows even the youngest player more opportunities for fun. Another feature in this non-violent game is that you can never lose!

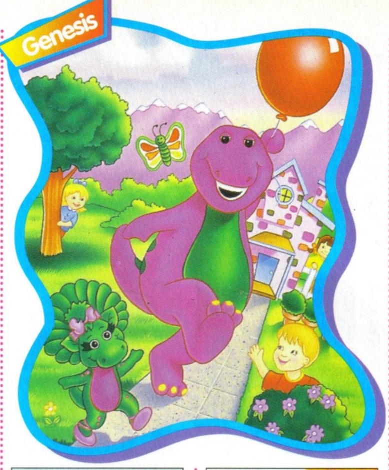
Barney walks through four fun levels in search of five friends and five presents hidden in each level. There is lots of audio instruction and encouragement from Barney's own voice as well as an on-screen tally that shows how many friends and presents you have found. When you finish each level, Barney waves good-bye, then you see a screen that helps you count how many friends and presents you have found.

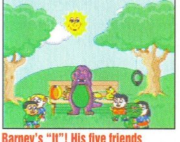
Hints for Grown-Ups

1) Barney is looking for 5 friends and 5 presents in each level.

2) Move Barney left and right and use the buttons to find friends, jump, and play.

The instructions are the same for each level. Plus, Barney will give you verbal reminders during the game as well as other fun clues to interactive game play.

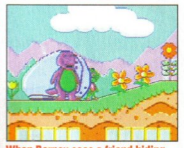




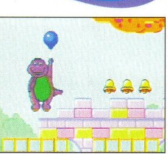
Barney's "It"! His five friends scatter for a fun game of hide-and-seek! How many can you find in each level?



Barney automatically walks to the right, but steer him to the left to find more friends and surprises.



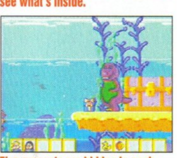
When Barney sees a friend hiding, you hear, "Look! It's a friend!" This time, he's found Baby Bop.



Move Barney directly under the balloon, then press any button. He'll grab onto the balloon and fly to higher platforms.



Listen for Barney's clues to hidden fun. Open the door by standing in front of it and pressing any button to see what's inside.



Five presents are hidden in each level. Press any button to unwrap it. The five boxes on the bottom left and right of the screen keep track of the friends and presents you have found.



In the Under the Sea level, Barney gets help from a reliable — but slow-moving — turtle. The turtle will carry you to areas you could not reach otherwise.



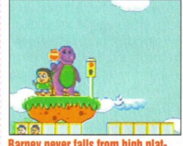
When Barney sees a horse, you hear, "Look! It's a horse!" Whenever Barney mentions an animal or object, he usually can interact with it. Just press any button. This hungry horse has his eye on the carrot.

HOT HINTS

Listen to Barney's verbal hints. When he says, "Let's see what's up here!" or "Let's open the door!", there's a chance he knows a friend is hiding nearby.

Press any button to find a friend that has been hiding, to open a present, to jump and to release kisses.

You can also head to the left at the start of each level. There are plenty of goodies hiding in that direction, too!



Barney never falls from high platforms or into the water. As he nears the edge of a platform, he holds up a stop sign and warns, "Stop! Wait until it's safe," then steps safely onto a moving platform that carries him to ground level.





Cool Beans! **Dr. Robotnik's Mean Bean Machine** from Sega is also available on the Game Gear for portable puzzle maniacs! The Game Gear version is a one- or two-player Gear-to-Gear game so you can double your puzzle-solving pleasure with a friend.

You get an extra Puzzle Mode in the Game Gear version in addition to Exercise, Scenario and Gear-to-Gear Modes. Puzzle Mode challenges you to solve different "lessons," such as eliminating four stacks of beans at the same time or freeing all the red beans at once. The trick is to try and solve the lesson within the first few moves...otherwise it gets hard to group all the red beans together or to make four stacks of beans of the same color. The strategy in the other modes is the same as for the Genesis game — you've got to connect four beans to free them from Robotnik's dungeon while trying to send refugee beans to your opponent's dungeon to mess up his groupings.

HOT HINTS

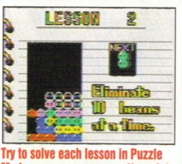
In Scenario and Gear-to-Gear Modes, try to free at least two groups of beans at the same time. This will send more refugee beans over to your opponent's dungeon to block his groupings, plus earn you more points.

You can rearrange the order of the beans coming down by pressing Buttons 1 or 2.

Remember that the beans coming down will always drop to the top of uneven stacks. This is great when you need to break up a pair of beans.

In Scenario Mode, you get a Time Bonus each time you beat Robotnik's metalheads within two minutes.

Has-Bean — a little yellow robot who's kinda shaped like the sun — used to be a bean and will jump in to help you free his old pals during Exercise Mode. In the higher levels, watch for the purple Big Bean. Every bean he drops on will be freed, too.



Try to solve each lesson in Puzzle Mode as soon as you can. If you let the game go on too long, it gets harder to set up the right conditions to beat the lesson. Also, watch the "Next" box to see what's coming up.



The beans fall faster as you advance in all the games.



Your pal Big Bean cleans the screen in Exercise Mode.



You cannot connect beans of the same color if the clear-colored refugee beans land on your stacks. Watch the top of your dungeon for refugee beans ready to drop.

CHECK IT OUT!

Way Cool!

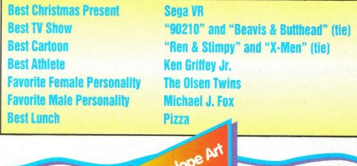
"Way Cool!" is the place where kids can be seen — and heard!

Tell us the things that make your class shout, "Way Cool!" We wanna know who your class thinks is the hottest band, what "in" phrases the kids are saying (we call this "cool-speak"), the most radical haircut or 'do to sport, what clothes the stylin' kids are wearing, what athlete is tops on your list...stuff that is fun for kids to talk about.

We're starting off "Way Cool!" with a list of the most awesome people, places and things from a class of fourth-graders at Benjamin Bubb Elementary School in Mountain View, California. Look at their list, then decide what's hot in your class. Send us your list along with a photo of your class. Be sure to tell us the name of your school, city, state, the grade you're in and your teacher's name. And don't forget your list! Is this a cool column for kids? Way Cool!



The fourth-graders in Mr. Boudreau's class at Bubb Elementary School, Mountain View, California, shout, "Way Cool!" to a Sega VR for Christmas. Are you listening, Santa?



Best Christmas Present	Sega VR
Best TV Show	"90210" and "Beavis & Butthead" (tie)
Best Cartoon	"Ren & Stimpy" and "X-Men" (tie)
Best Athlete	Ken Griffey Jr.
Favorite Female Personality	The Olsen Twins
Favorite Male Personality	Michael J. Fox
Best Lunch	Pizza

Rad Envelope Art



Kyle Roberson, Plainview, TX

Thongmany Chanthavong, Des Moines, IA

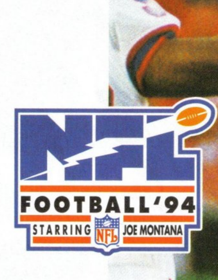
Vincent Mariucci, Northwood, OH

Nick Bentley, Welch, MN

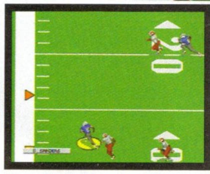
Write To Us — We Love the Attention!
Sega Visions VizKidz!
P.O. Box 3899
Redwood City, CA 94064

"There's something about knowing the name of the guy trying to rip your head off that makes it more personal."

Joe Montana



"My man Jerry Rice, hauls in another. Nice pass Steve, I taught him everything he knows."

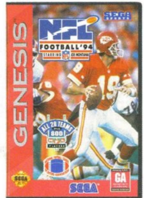


"Barry Sanders with a 'Speed Burst' down the side line, only one defender left (toast)."

"Behind the Quarterback view, yours truly sets up, finds the open man...Oh! What a pass. What's all this talk about my elbow?"

"Guys like Bruce Smith, Junior Seau, Reggie White and Cortez Kennedy. In Madden '94 all you get is their numbers. My game's got cool stuff like *digitized player movements, six playable views, Speed Bursts, a zoom view* and a completely *revamped passing game*. Get Sega's NFL Football '94 starring, me, Joe Montana. Hear the *play by play commentary*. Watch from the new *Behind the Quarterback view*. And learn from the *true play calling philosophy* of each NFL team. Just go easy on me, Okay?"

Real Teams Real Players





SEGA VISIONARIES

READERS SHARE HINTS, TIPS, & TOP SCORES

Here it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-store Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

Top Scores

Hats off (and T-shirts on) to the following Visionaries for their stupendous scores:

Columns	99,999,999	**Kelley Chamberlin, Stayton, OR**
Cool Spot	320,080	**Bryant Lampp, Orlando, FL**
Greendog	99,999,500	**Aramie Dimm, Livingston, NY**
Joe Montana Football	LA 920/Tampa 0	**Eric Hines, Joliet, IL**



Sega Visions New Logo

Congratulations, Amiri Farris! Your entry in the *Sega Visions* Masthead Challenge has inspired the logo you see on this very issue. For your winning efforts we are sending you a new Game Gear and three hot new titles. Thanks for a great job — hope you enjoy!

Jurassic Park (Genesis)

Here are codes for *Jurassic Park*:

Velociraptor's Stages

	Easy	Normal	Hard
Level 1	G21G0014	G21G0025	G21G0036
Level 2	I21G0016	I21G0027	I21G0038
Level 3	K21G0018	K21G0029	K21G003A
Level 4	M21G001A	M21G002B	M21G003C
Level 5	O21G001C	O21G002D	021G003E

For those sadistic players who want an even greater challenge in Grant's Game, here are the passwords to start each level with no weapons whatsoever:

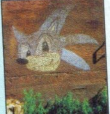
Grant's Game with No Weapons

	Easy	Normal	Hard
Level 1	00000011	00000022	00000033
Level 2	20000013	20000024	20000035
Level 3	40000015	40000026	40000037
Level 4	60000017	60000028	60000039
Level 5	80000019	8000002A	8000003B
Level 6	A000001B	A000002C	A000003D
Level 7	C000001D	C000002E	C000003F

Jason W. Overley, Shawnee Mission, KS

Sonic Sightings Update

Sonic keeps turning up in the darnedest places. Would you believe a Sega Visionary spotted him on a roller coaster? How about Sonic on the side of a barn? Have a look for yourselves at some of these game-winning photos — meanwhile have your camera ready and keep on the alert for you know who and his buddy.



Barn – Mike and Jackie Stebbins, Bowman, ND



Tokyo Summit Trade Talks – John N. Pearl, Canton, OH



Hot Tub – Michael Payne, Vicksburg, MS

Jungle Strike (Genesis)

The following are the codes for *Jungle Strike*, the sequel to *Desert Strike*. What's so special about these codes is that they allow you to use any co-pilot on any level. There is also a code to play the Win Screen.

1.	Washington D.C.	B46HKRWT7SW
2.	Sub Attack	R46HKRWT7SW
3.	Training Ground	946HKRWT7SW
4.	Night Strike	X6PBV4HPGFR
5.	Puloso City	V46HKRWT7SW
6.	Snow Fortress	W46HKRWT7SW
7.	River Raid	T6PBV4HPGFR
8.	Mountains	746HKRWT7SW
9.	Return Home	N46HKRWT7SW
10.	Win Screen	L46HKRWT7SW

Doug Brown, Grand Rapids, MI

T2: The Arcade Game (Genesis)

When you're at the title screen, push Up, Down Left, Right; do that twice. You should hear Arnold say, "Excellent." Now at any point during the game, Pause it and press the Buttons A, B and C at the same time, and that's the end of that level.

Jeff Oese, Sleetwood, PA

Guest Artist

Bobee Padilla's work caught our attention when he sent us some of his custom cartoons he calls "Sega-torials." While his cartoons made us laugh, his artistic ability made us want to see more... So, heeeeeeere's Bobee creating the great artwork you see in the background of this spread.

SEGA-TORIAL



Dear Billy, I regret to inform you that I am all out of Sega Genesis.... again. But I do have a whole factory full of the other system.

Tiny Toon Adventures – Buster's Hidden Treasure
Genesis

Here are all the passwords for the first 13 levels of the game. Continues and passwords stop at level 24. After being killed above level 24 you will return to level 24 to start over again (asterisks represent Boss Levels).

Plains					
Level 1	KBGD	LDLL	LLLD	DDDD	LLGD
Level 2	PBKL	LLLD	DDGD	DLLL	DDVD
Level 3	YRBD	LDLL	DLKL	DLLL	LLND
Level 4*	QYBG	DLLL	DDBL	LDLD	DDTG
Forest					
Level 5	TYBK	LDDD	DDBG	LLDL	LDTV
Level 6	HBBB	LDLD	LDBK	LLLL	LLTN
Level 7	JYBB	PDLD	LDBB	LDDL	LDDQ
Level 8	YMBB	MLLD	DDBB	PLLL	DDMQ
Level 9*	HMBB	TLLD	LDBB	MDLL	DDPD
Caves/Desert					
Level 10	KBBB	TGDL	LLBB	TDLD	LDNG
Level 11	MBBQ	HYLL	DDBQ	HGDD	DDDM
Level 12	KHBW	HXLD	LDBW	HYDD	DDDP
Level 13*	BRBW	HXGD	LDBQ	HXDD	DDGN

David Stellmack, Columbus, OH

World Trophy Soccer (Genesis)

Here are some passwords to *World Trophy Soccer*:

as Brazil	67ESAATECE
	TFETAATGGG
	WJEVAATIHC
vs. France (finals)	BSRUAATIHC

Carlota Falcon, Belmont, CA

—TO—

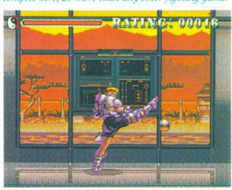
PREPARE FOR ETERNAL CHAMPIONS, USE STREET FIGHTER II AS YOUR TRAINING WHEELS.



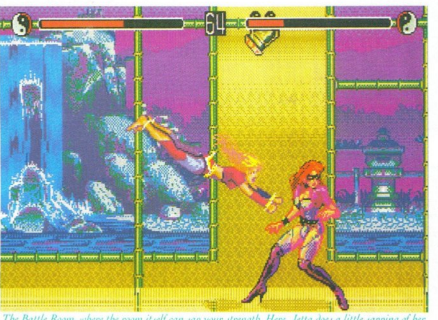
In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA GENESIS

W E L C O M E T O T H E N E X T L E V E L™


ETERNAL
CHAMPIONS
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TOTALLY SONIC

WHERE SONIC THE HEDGEHOG FANS CAN CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR!

Something cool, something blue, there's something Sonic here for you! Here's the place to find the Sonic goodies you've only dreamed of – from totally Sonic headphones and all weather radios to temporary tattoos. If you're as crazy about that certain hedgehog as we are, make sure you check out the latest in Sonic.

(Some of these Sonic goodies are available now! See page 143 for products you can order direct.)



Sonic Sound Waves

Check out this hot new Sonic mini boombox from DSI. The All Weather Sports Radio plays AM and FM stations with superior quality and reception. Use the handy carry strap to bring your tunes with you when you're cruisin' the neighborhood. With Sonic spinning the tunes, you know it's going to be one jamming display of Sonicfied music.

Available in toy stores in early 1994.

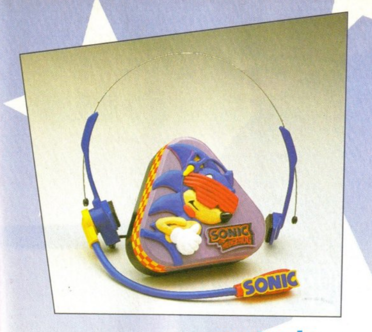


Blast-Based Bubbles

Check out the latest from Topps Inc. You can buy these awesome Sonic containers, filled with Sonic's own special bubble gum. Hey, it might even make you faster.

Now available in most candy stores.







Super Sonic Blaster

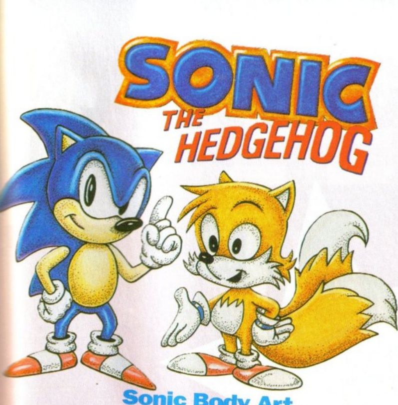
The enemy will disappear when you strap this Hydrophazer on your back – 'cuz you'll be packing 11/2 gallons of water and have a shooting range of approximately 50 feet. Unless your target has Sonic's speed, well let's just say... they'll be needing a BIG towel. For ages 6 and up.

Now available in toy stores.

Sing Along with Sonic

If you enjoy being a star as much as Sonic does, you'll love the Microphone Amplifier/FM Transmitter. You'll be center stage as you sing along to your favorite radio tunes. The radio clips to your belt so you're hands-free to boogie to the music. If becoming famous makes your head grow bigger, don't worry, the headset is adjustable.

Coming to toy stores soon.



Sonic Body Art

Tattoo who? How about tattoo you, with your very own Sonic temporary tattoos. Catch Sonic jumping, pointing, sipping, standing, tapping and always smirking. You can even get one with Sonic's best buddy Tails. Put one on your arm, leg, cheek – anywhere you want. Each package comes with three tattoos and each tattoo lasts approximately three to five days.

Now available in many discount and specialty stores.



Go Portable

Put this AM/FM Headphone Radio on and you'll get your chores finished at Sonic speeds. It has a telescopic antenna and a fully adjustable folding headband. With easy to use controls and LED indicator light – what else could you want? (Except maybe to skip the chores and play video games.)

Now available in toy stores.



Huggable Sonic

Don't you wish that just once Sonic would slow down long enough for you to hang out together? Well, who knows if that will ever happen but Caltoy has managed to capture our little blue superstar's good looks and personality in this cuddly plush toy.

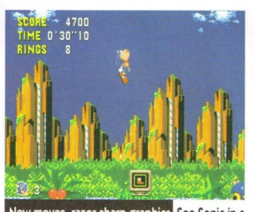
Now available in major toy stores.



CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound.™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.


04 TIME 075 RINGS 060
00 TIME 024 RINGS 300
Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?
Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.
WELCOMETOTHENEXTLEVEL™
SONIC CD
SEGA CD™
Sega CD, Welcome to the Next Level, Sonic CD, the Hedgehog and all related characters are trademarks SEGA. QSound is a trademark of Archer Communications, Inc. Manufactured under license from Ltd. © 1990 Archer Communications, Inc. SEGA. All rights reserved.

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GENESIS

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HOT PRODUCTS

GENESIS

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GAME GEAR

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GENESIS

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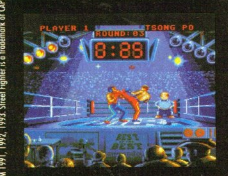
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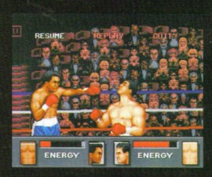


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